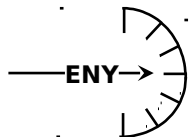
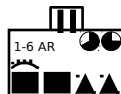
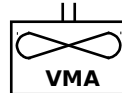
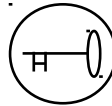
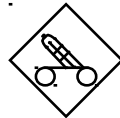
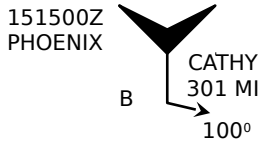
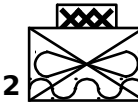
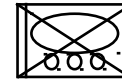
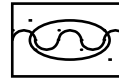
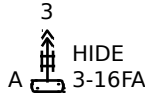
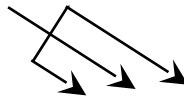
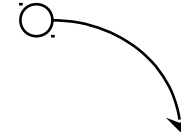
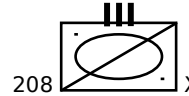
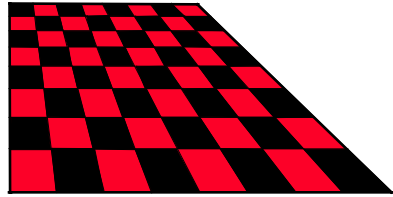


Briefing Graphics & Unit Symbols, Wargaming Div, MCWL, Quantico

Updated 8 October 2004



Introduction



Comments



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Use the "Slide Show" Mode to navigate via hyperlink buttons

Then hit "Esc" button or the "Slide View" Mode to work on the graphics

1 This is a "Huge" brief, do NOT panic if your screen turns black for a long time while shifting to "Slide Sho

INTRODUCTION

This presentation contains several thousand tactical symbols and graphics as a “cut and paste” resource for wargame participants and briefers preparing PowerPoint slides.

- A work sheet near the end of this brief provides space to cut & paste the basic unit and match it up with the unit size indicators and other modifiers.

If anyone has graphics or symbols to add, please send them to the action officer via the site webmaster: wargaming@usmc.mil.

As of 28 Sept 04 we need the data to build an MPF (F) organizational diagram, and update the various MEB diagrams, any assistance would be appreciated.

Corrections, suggestions, additions, improvements are welcome, please contact the action officer via the Wargaming webmaster at wargaming@usmc.mil.

Primary References: FM 101-5-1/MCRP-5-12A Operational Terms and



Comments

This presentation contains PowerPoint representations of virtually all the graphics in FM 101-5-1 / MCRP-5-12C Operational Terms and Graphics dated 30 Sept 1997. The sections represented are:

Chapter 4	Unit Symbols
Chapter 5	Equipment Symbols
Appendix A	Friendly Unit and Equipment Symbols
Appendix B	Enemy Unit and Equipment Symbols
Appendix C	Military Decision-making Process and Tactical Mission Graphics
Appendix D	Stability and Support Operations Symbols (MOOTW)

- Selected graphics from MIL-STD-2525B provide full color graphics for all the common tactical symbols. The color and shapes of these graphics define the symbols' affiliation as "unknown", "friendly", "neutral" and "hostile". Most importantly 2525B includes representations of important buildings and facilities in the Installations / Structures sections which are not covered in FM101-5-1. These would be valuable in Urban Combat and SASO briefs.

A full color set of MOOTW or SASO, CS, CSS, Maritime and Air symbols are also included in the 2525B Section. Many of these symbols are not in FM 101-5-1.

- The USMC Organization Charts are derived from MCRP 5-12 D, FMFRP 2-12, The XMEB Planners Ref Manual and the 2nd MEB website

- Scratch sheets of graphic elements used in building these symbols are at the end of the presentation.

- NATO symbology was not included since only a few symbols were different from those presented





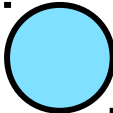

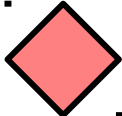

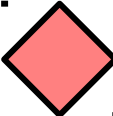









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Basic Symbols

	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				



Equipment Symbol Labeling

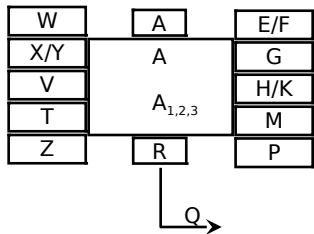


Figure 5-1. Friendly and Neutral Ground Equipment Labeling

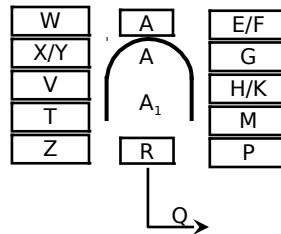


Figure 5-2. Friendly Aerial Vehicle and Aircraft Labeling Fields

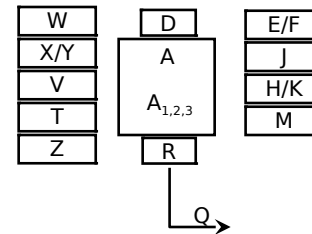


Figure 5-3. Enemy Ground and Naval (Surface) Equipment Labeling

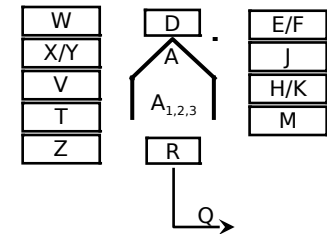


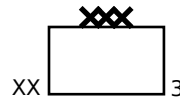
Figure 5-4. Enemy Aerial Vehicle and Aircraft (In Flight) Labeling

Field	Field Title	Description	Application	Length
A	Symbol	Frame shape, fill and icon showing the basic function of units, installations, or equipment with modifiers A1, A2, A3	All	(characters)
D	Equipment	Indicates munber of items present, Installation size in square feet	Units and Installations	10
E	Suspect, Assumed Friend, Faker, Joker	Question mark "?": suspect, assumed friend, faker. "J": joker	All	1
F	Reinforced or detached	(+) reinforced, (-) reduced, or (+-) reinforced and reduced	Units	3
G	Staff Comments	Free text	All	20
H	Additional Information	Free Text	All	20
J	Evaluation Rating	One letter and one number (see STANAG 2002)	Enemy only	2
L	Signature Equipment	Indicated by "!" (refers to detectable electronic signatures)	Enemy equipment only	1
M	Higher Formation	Number or title of higher echelon command (Corps designated by Roman Numerals) Country Codes or Nationality (see speaker notes for County Codes)	All	21
N	Enemy (Hostile)	Indicated by letters "ENY"	Enemy	3
P	IFF/SIF	Identification modes and colors	Units and equipment	5
Q	Direction of Movement Arrow	Direction symbol is moving or will move. NBC: downwind direction	All	4
R	Mobility Indicator	Pictorial Representation of mobility	Equipment Only	
T	Unique Designation	Alphanumeric title that ID's a particular symbol, track number, Nuclear:friendly delivery unit etc	All	21
V	Type of Equipment	Identifies unique designation	Units and equipment	24
W	Date-Time Group	Date/time (DDHHMMSSZMONYY) or "o/o" for on order	All	15
X	Altitude/Depth	Altitude portion of GPS. Flight level for A/C. Submerged depth, height in Ft, height of burst	Units and equipment	6
Y	Speed	Knots or KPH	Units and equipment	5
Z	Location	Lat and Long or Grid Coord	All	19

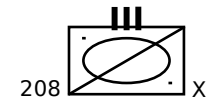


Examples of Unit Symbols with Labeling Fields

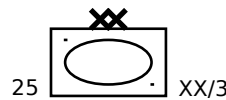
Twentieth Corps.
Third Army



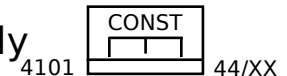
208th Armored Cavalry Regt
Tenth Corps



Twenty-fifth Armored Division,
Twentieth Corps, Third Army

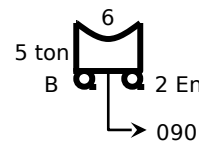


Engineer construction supply
Site for the 4101st En Const
Spt Co, 44th En Gp, Twentieth Corps

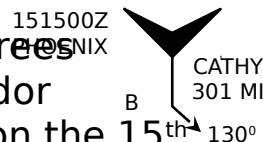


Examples of Equipment Symbols with Labeling Fields

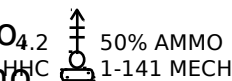
Six 5 ton trucks from B Co, 2d Eng,
moving east.



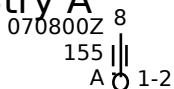
An UAV launch site of B Co, 301
MI Bn, launch direction 130 degrees
"Phoenix" type UAV, to air corridor
"Cathy", next launch at 1500Z on the 15th
of the current month.



Six 4.2" mortars, in M113s fm HHC co,
1st Bn, 141st IN(M), at 50% of its ammo



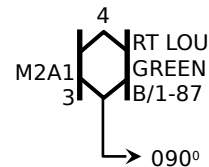
Eight 155mm towed howitzers of Btry A
1st Bn, 2d FA, valid as of 0800Z
the 7th of the current month



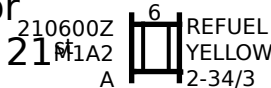
Two STINGER missiles fm 1st Sec 1st PLT,
A Btry, 2d Bn, 6th ADA, in HUMMWVs, Loc
valid as of 1000Z the 11th of the current month



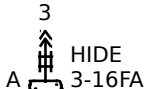
4 IFVs of the 3d Plt, B Co, 1st Bn
87th IN(M) with a "Green" readiness
rating and moving east on Route LOU



6 M-1A2 tanks fm A Co, 2-34 Armor
3rd Bde, refueiling as of 0600Z the 21st
"yellow" status





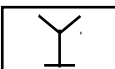


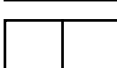

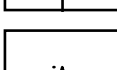
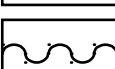

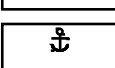
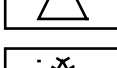
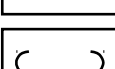

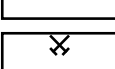
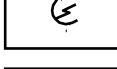
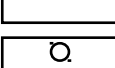
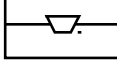
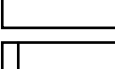
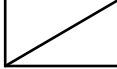
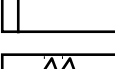
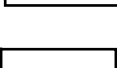
3 MLRS fm A Btry, 3d Bn
16th FA in a hide position



Unit Size Indicators

Unit Symbol

Modifiers

XXXXXX	Region			Air Assault with out aircraft		Tracked
XXXX	Army Group			Air Assault with aircraft		Wheeled
XXX	Army	XXXX		Air Assault (NATO) w organic lift		Motorized
XX	Corps	XXX		Airborne		Mountain
X	Division/Wing	XX		Amphibious		Observation Post
III	Regiment/Group	III		Naval		Combat Outpost
II	BN/Squadron	II		Artic		Radar
I	Co/Battery/Troop	I		Ski		Sensor
●●●	Platoon or Detachment	●●●		Bicycle Equipped		Reconnaissance
●●	Section	●●		Gun System Equipped		Riverine or Floating
●	Squad	●		Horse, Camel Pack-Animal Equipped		
Ø	Team / Crew					HQ
■	Installation					

*Task Organization can also be designated by (M) in the text description

Combat Arms (continued next page)

Air Defense

AD Gun Towed

AD Gun

Tracked / Armored

AD Gun

Wheeled / Armored

AD Gun / Missile

Tracked / Armored

SAM Missile

Short Range

SAM Missile

Med Range

SAM Missile

Long Range

Air Defense Radar

Avenger

Bradley Stinger

Chaparral

Hawk

Patriot

Stinger

Theater

Vulcan Tracked

Vulcan Towed

Armor

Assault
Amphibian

Wheeled
Tank Equipped

Antiarmor

Dismounted

Fighting Vehicle

AT Motorized

AT Mech

Aviation

Basic Aviation

Fixed Wing

Rotary Wing

Air Calvary

Scout Helo (OH-58)

Attack Helos

Light (AH-1)

Medium (AH-64)

Heavy

Lift Helos

Light (UH-1 or 60)

Medium
(UH-47 /CH-46)

Heavy (CH-53)

Engineer

Engineer

Armored Vehicle
Launched Bridge

Combat Engineers

Mechanized CBT

Construction

Railway Construction

Pipeline Construction

Engineer Bridge

Floating Bridge

Railway Operating Unit

Engineer

Scatterable Mine-laying

Topographic

Air Assault

Airborne

Light Engineers

Mechanized

Artillery

Basic towed

Counter Battery Radar

Tracked (COLT)

Dismounted (FIST)

Forward Observer

SP Rocket Artillery

SP Artillery

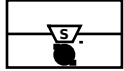


Combat Arms

Artillery



HIMARS



Sound Ranging



Surface to
Surface Missile

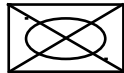


Survey Team

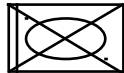


ANGLICO

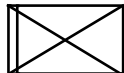
Infantry



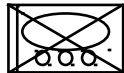
Mech Infantry



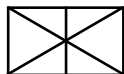
Mech Infantry in tracked
Fighting Vehicle



Dismounted
Mech Infantry



Mech Inf Fighting Vehicle
USMC LAV



Motorized Infantry



Mountain



Naval Infantry

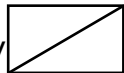


Observation
Post



Combat
Outpost

Reconnaissance



Reconnaissance
Cavalry or Scouts

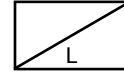


Airborne Reconnaissance
Cavalry or Scouts

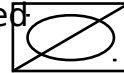


Recon, Cavalry or Scouts,
Horse, Camel, Pack-
Animal Equipped

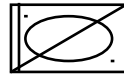
Reconnaissance



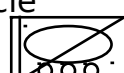
Reconnaissance



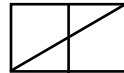
Light Armored Cav



Armored Cav



Tracked IFV Cav,
Recon or Scouts



Motorized (HUMWV or BRDM)
Scouts

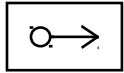


Observation Post
Dismounted Scouts
or Reconnaissance

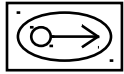
Infantry



Basic



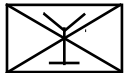
Mortar



Mortar (armored)



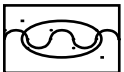
Air Assault Infantry
with out aircraft



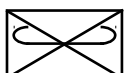
Air Assault Infantry
with aircraft



Airborne Infantry



Amphibious Infantry
USMC Landing Team



Arctic



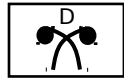
Light

Combat Support

Chemical Corps



Basic Chemical



Decontamination



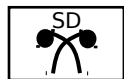
Smoke



APC equipped Smoke



Motorized Smoke



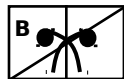
Smoke & Decontamination



APC equipped Smoke & Decontamination



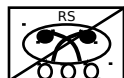
Motorized Smoke & Decontamination



Biological Recon



Chem/Nuc Recon (FOX)

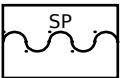


Chem/Nuc Recon(w M21)



NBC Observation Post (Dismounted)

Landing Support



Landing Support Shore Party

Military Intelligence



Military Intelligence



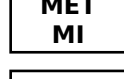
Aerial Exploitation (UAV)



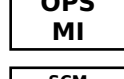
Ground Station Module J-STARS



Ground Surveillance Radar



Meteorological



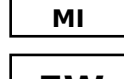
Military Intelligence Operations



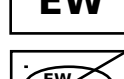
Sensor Control and Mangament USMC SCAMP



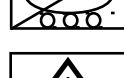
Sensor OP/LP



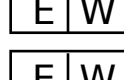
Tactical Exploitation Battalion



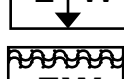
Electronic Warfare (Basic)



EW Equipped USMC LAV



Direction Finding



EW Intercept



EW Jamming

Law Enforcement



Military Police

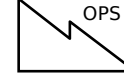
Signals / Communications



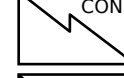
Communications



Area Signal



Command Operations



Construction / Installers



Forced Entry System



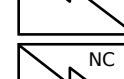
Communications Configured Package



Airborne CCP



Multiple Subscriber Element



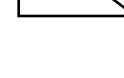
Large Extension Node



Node Center



Remote Access Unit

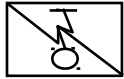


Small Extension Node

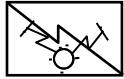


Combat Support pages)

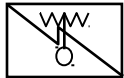
Signals / Communications



Radio Relay Station



Retransmission Station



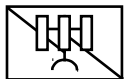
Radio/Wireless Station



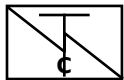
Radio Recon OP



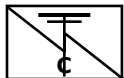
Signal Support Operations



Tactical Satellite Communications



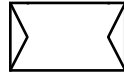
Telephone Switching Center



Teletype Center

Combat Service Support (2

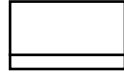
Multifunctional CSS



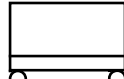
Echelons Above Corps
Combat Service Support



Corps Level
Combat Service Support



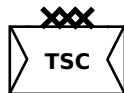
Supply



Supply Trains



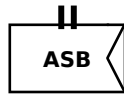
Theater Army
Area Command



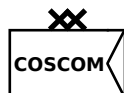
Theater Support
Command



Area Support
Group



Area Support
Battalion



Corps Level
Combat Service Support



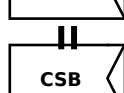
Corps Support Group
Forward (F)



Corps Support Group
Rear (R)



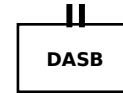
Force Service
Support Group (USMC)



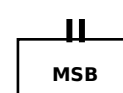
Corps Support
Battalion



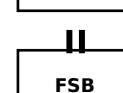
Division Support Command
(DISCOM)



Division Aviation Support
Battalion



Main Support Battalion

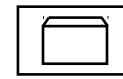


Forward Support Battalion

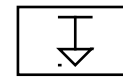
Combat Service Support



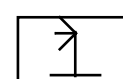
Band



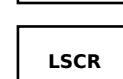
Finance



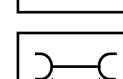
Labor



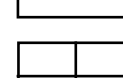
Laundry & Bath



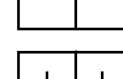
Laundry, Shower, &
Clothing Repair



Maintenance



Medical

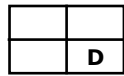


Medical Facility

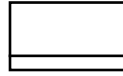


Combat Service Support

Combat Service Support



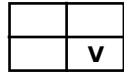
Dental



Basic Supply



Supply and Transport



Veterinary



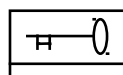
Class I Subsistence



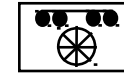
Motor Transport



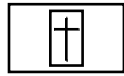
Morale, Welfare & Recreation (MWR)



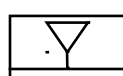
Class II Clothing, Individ Equipment, Tentage Etc



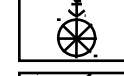
Railhead



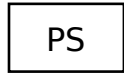
Mortuary Affairs



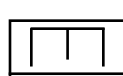
Class III POL Supply



Seaport (SPOD or SPOE)



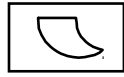
Personnel Services



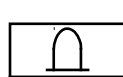
Class IV Construction & Barrier Material



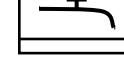
Airfield/Airport (APOD or APO)



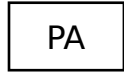
Mail or Courier



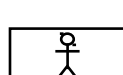
Class V AMMO



Water Distribution



Public Affairs



Class VI Personal Items



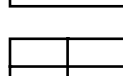
Broadcast Public Affairs Department



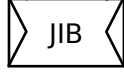
Class VII Major assemblies



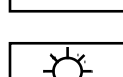
Corps Media Center



Class VIII Medical Supplies



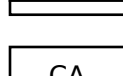
Joint Information Bureau (EAC)



Class IX Repair Parts



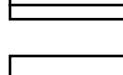
Reception Holding Unit



Class X Civic Affairs/Non Military



Salvage



Support



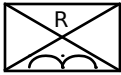
Service



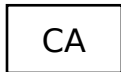
Special Operations Forces (SOF)



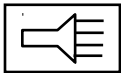
Special Forces



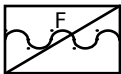
Rangers



Civil Affairs



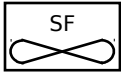
Psychological Ops (PSYOP)



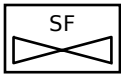
Marine Force Recon



SEALS



Fixed Wing



Rotary Wing



Horse-Mounted Special Forces

USMC Symbols and Organizations

USMC Symbols

I MEF

1st MARDIV

3rd MAW

1st FSSG

II MEF

2nd MARDIV

2nd MAW

2nd FSSG

III MEF

3rd MARDIV

1st MAW

3rd FSSG

4th MARDIV

4th MAW

4th FSSG

Notional MEF

Notional MEB

MPF MEB

MEU (SOC)

Notional Inf Company

USMC Organization Locations

MEFS & Maj Subordinates

MEBS

Inf and Arty Regts

Aviation Groups

Return to TOC

	Marine Helos
	Marine Fixed Wing See Aviation page
	AAV's
	MAGTF (amphibious)
	MAGTF
	Amphibious Capable
	Amphibious Support unit cannot conduct amphibious ops
	Landing Support Bn
	Force Service Support Gp.
	Landing Support Shore Party
	Fire Team (Infantry)
	Scout Sniper*
	Shore Fire Control Party*
	LAV
	Engineer Support
	VMU (UAV)

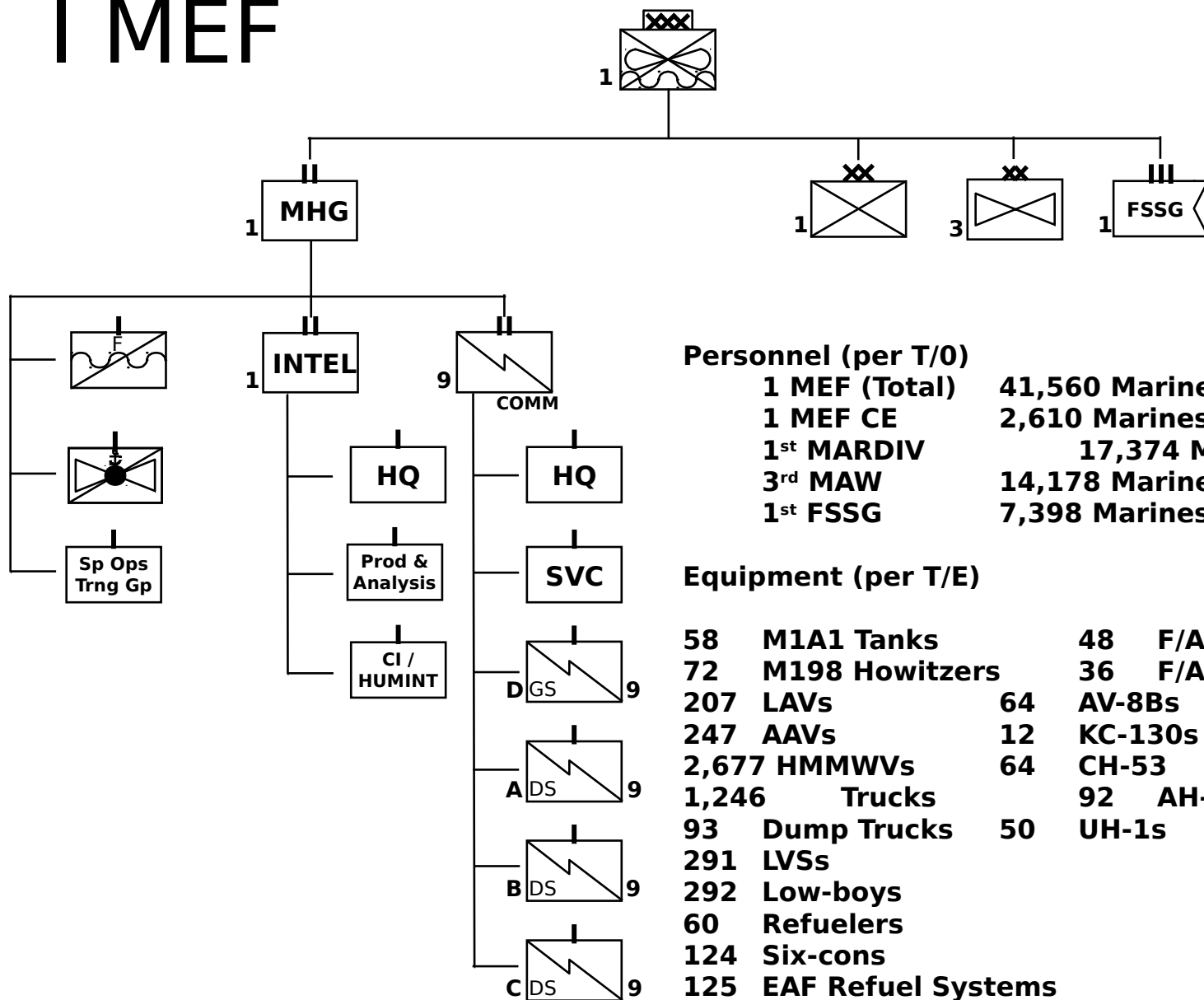
	HQ
	MEF
	MEB
	MEU
	Marine Aircraft Wing MAW
	Marine Aircraft Group MAG
	Marine Air Control Group
	Marine Fighter/ Attack Sqdn (F-18A/C)
	Marine Fighter/ Attack Sqdn All Weather (F-18D)
	Marine Attack Sqdn (AV-8)
	Marine Aerial Refueler Transport Sqdn (C-130)
	Med LiftHelo Sdrn
	Heavy Lift Helo Sdrn
	Light Attack Helo Sdrn

USMC Symbols

	Supply and Transport
	Motor Transport
	Supply and Repair
	Engineer
	Communications
	Radio Bn
	Electronic Warfare
	Medical
	Medical Facility
	Dental
	Forward Support
	Main Support
	Combat Service Support Div to Army level
	Combat Service Support Theater Army
	CSS Brigade and below



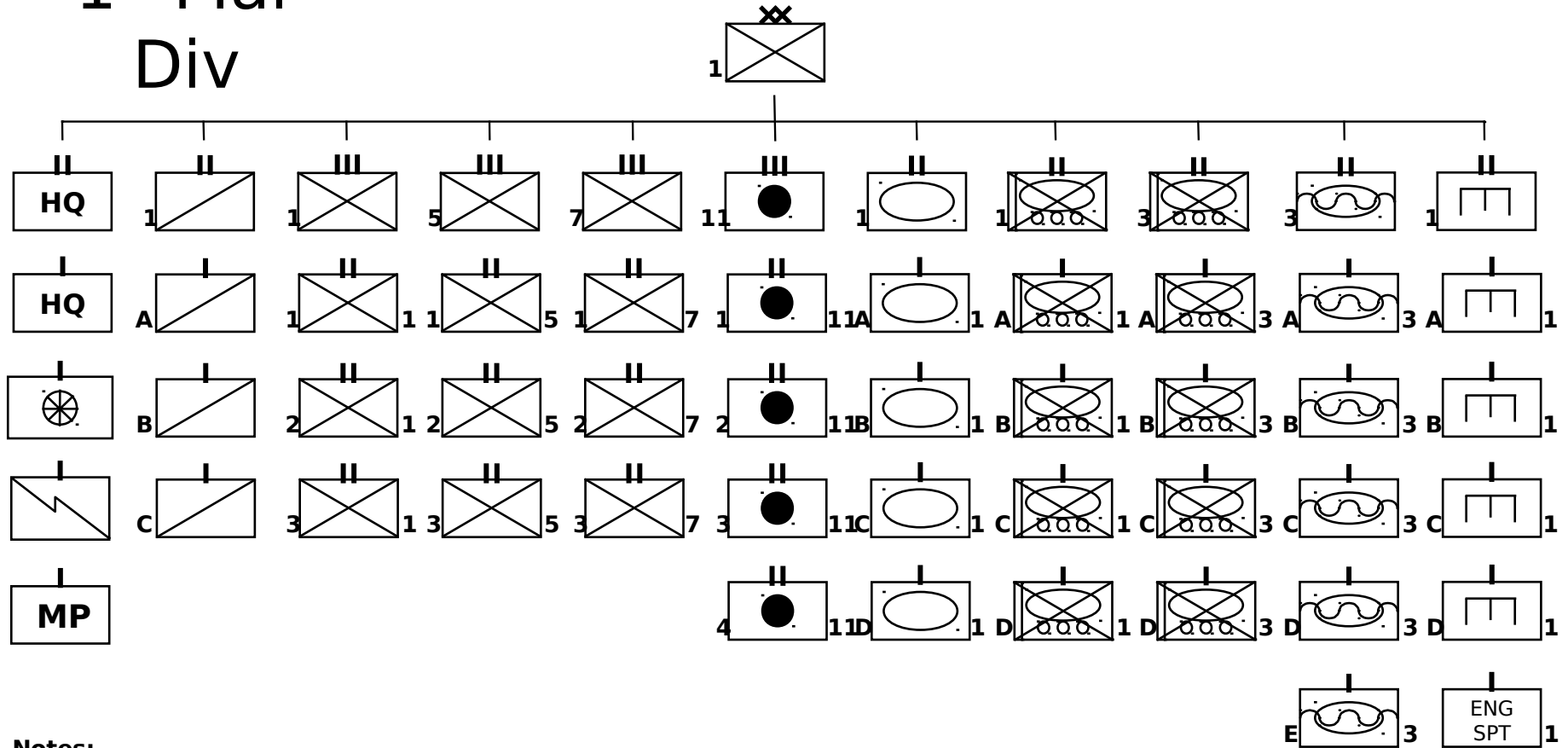
I MEF



Ref: MSTPP 5-0.3 MAGTF Planners Ref Man



1st Mar
Div



Notes:

1st Regt sources Bn's to West Coast MEU's one Bn is deployed and one prepping at all times

5th Regt sources Bns to III MEF with a follow-on chop to 31st MEU, one Bn deployed and one Bn Prepping

7th Regt sources UDP Bns to 4th Marines, 3rd MarDiv, one Bn deployed one Bn prepping

11th Mar source Arty Brty's to West Coast MEU's, one is deployed and one prepping to deploy, one arty btry is sourced UDP t

1st LAR Bn sources Companies (-) to West Coast MEUs, one deployed and one prepping at all times

3rd LAR Bn sources UDP companies to 3rd MAR Div, one company deployed one prepping to deploy

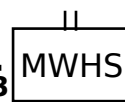
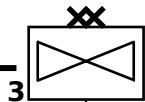
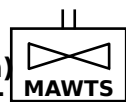
3rd AA Bn sources UDP companies to 3rd Mar Div, and sources plt's to deploying West Coast MEU's, one company and plt are on set prepping to deploy at all times.

1st Combat Engineer BN sources Plt's to MEUs, one plt deployed ant one plt prepping at all times.



3rd MAW

(Aviation Weps & Tng Sdn)



(MAW HQ Sdn)

Unit Locations

Miramar
MAG 11, 16
MACG 38
MWCS 38
MTACS 38
MWSS 373

Yuma
MAG 16
MACS 1
MWSS 371

Pendleton
MAG 39
3rd LAAD
MASS 3
MWSS 372

El Toro
MWSG 37

29 Palms
VMU-1
MWSS 374

HMH Marine Heavy Helo Sqd
HMM Marine Medium Helo Sqd
LAAD Low Altitude Air Defense

MAG Marine Air Group
MACS Air Control Sqd
MACG Air Control Group
MALS Aviation Log Sqd
MALSE Log Sqd Element
MASS Air Support Sqd
MTACS Tac Air Control Sqd
MWSG Wing Support Group
MWCS Wing Comm Sqd
MWSS Wing Support Sqd

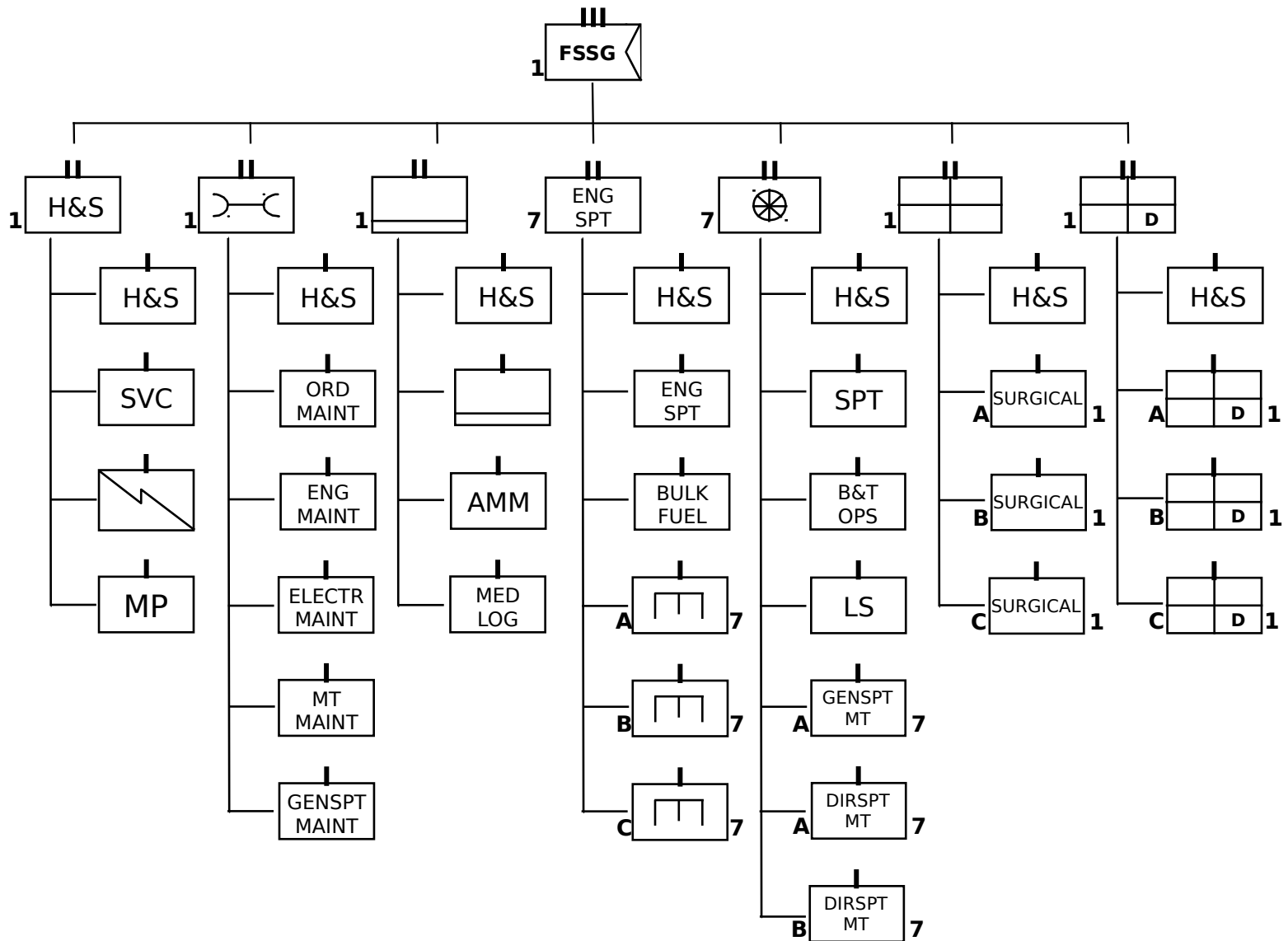
HML/A Marine Light Attack Helo Sqd
HMT Marine Helo Training Sqd

VMFA Marine Fighter Attack Sqd
VMFA(AW) All Weather VMFA
XXXT Training Sqd
VMAQ Marine Tactical EW Sqd
VMA Marine Attack Sqd
VMU UAV Sqd
VMGR Marine Aerial Refueler / Transport Sqd

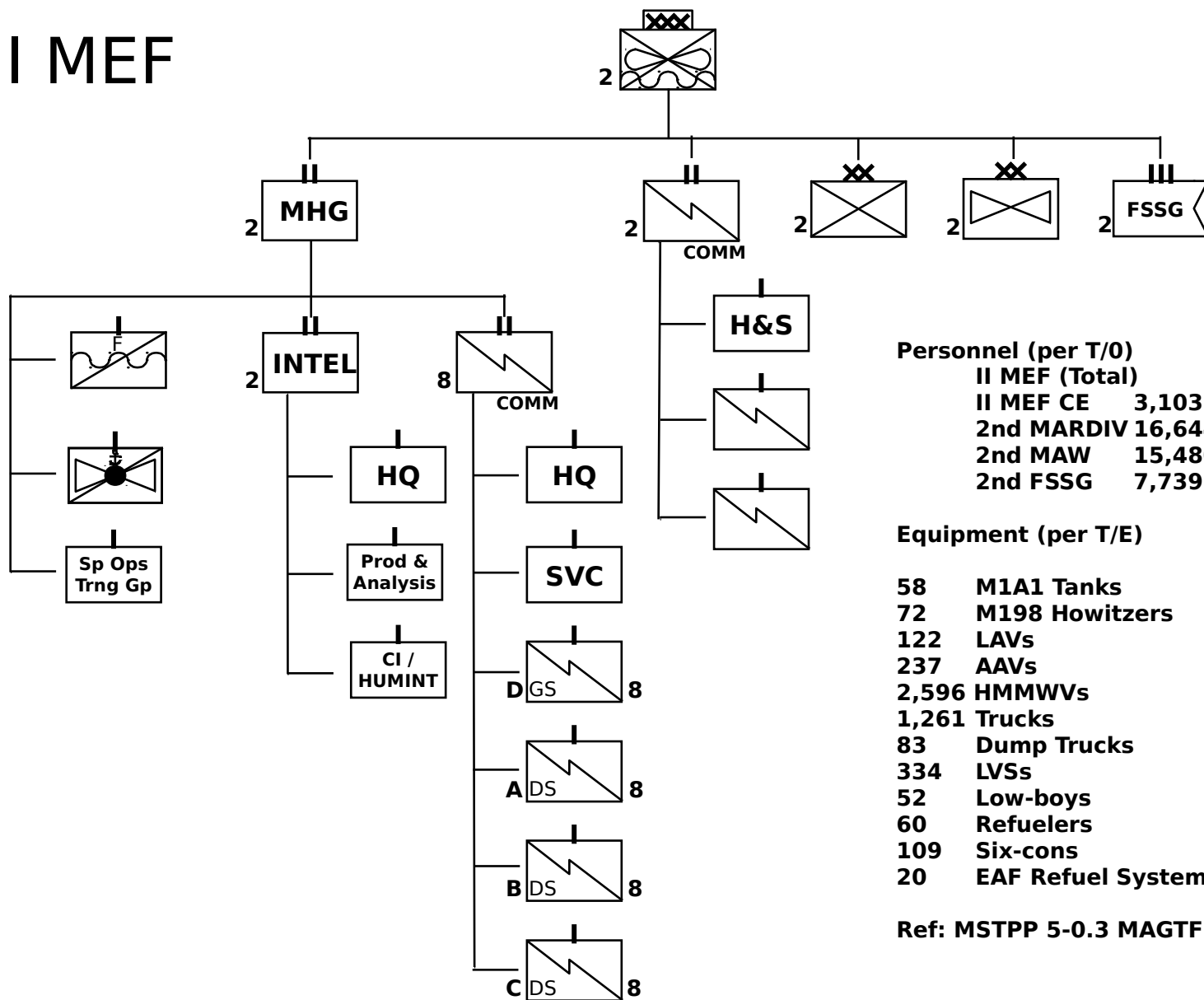
1 The letters will not change scale with the graphics, the Font size must be changed



1st FSSG



II MEF



Personnel (per T/O)

II MEF (Total)	42,966 Marines	
II MEF CE	3,103 Marines	98 Sa
2nd MARDIV	16,644 Marines	943 S
2nd MAW	15,480 Marines	463 S
2nd FSSG	7,739 Marines	1,213

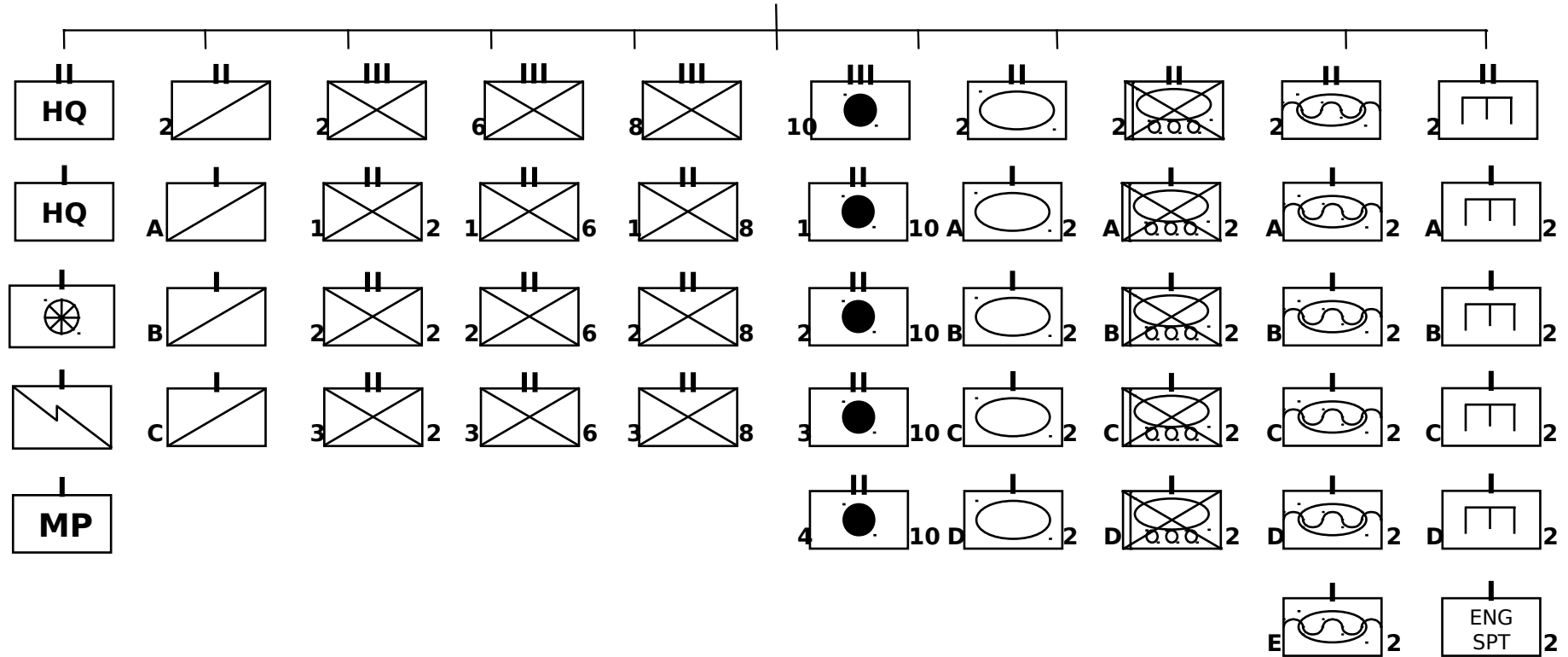
Equipment (per T/E)

58	M1A1 Tanks	48	F/A-18Cs
72	M198 Howitzers	36	F/A-18Ds
122	LAVs	78	AV-8Bs
237	AAVs	20	KC-130s
2,596	HMMWVs	47	CH-53
1,261	Trucks	72	CH-46
83	Dump Trucks	36	AH-1s
334	LVs	18	UH-1s
52	Low-boys		
60	Refuelers		
109	Six-cons		
20	EAF Refuel Systems		

Ref: MSTPP 5-0.3 MAGTF Planners Ref Man

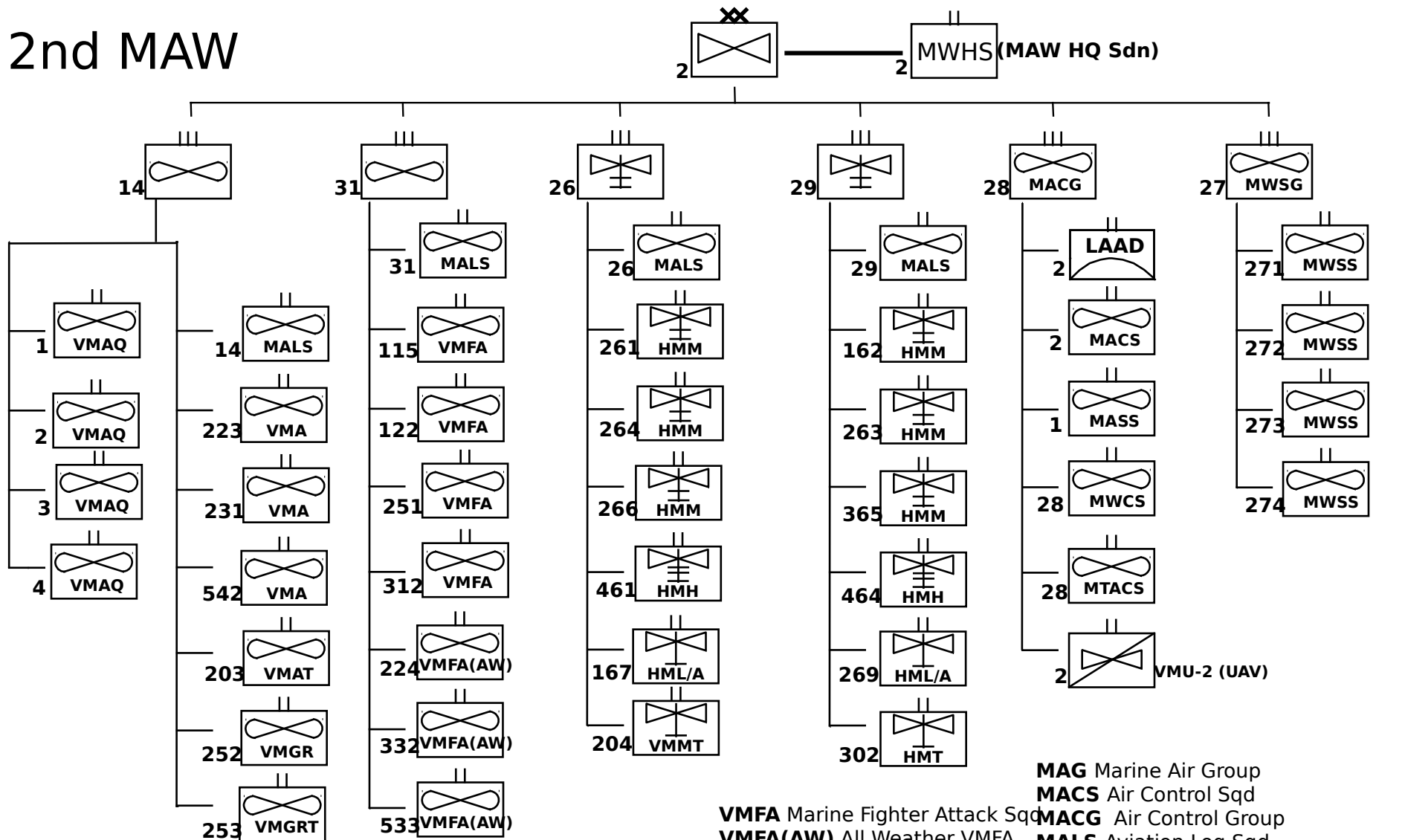


A rectangle with height 2 and width 2, with an 'X' mark above it.



1 Inf Bn is deployed with a MEU and one is prepping
 1 Inf Bn is deployed to the 3rd MARDIV and one is prepping to deoploy
 10th Mar source Arty Brty's to East Coast MEU's, one is deployed and one prepping to deploy
 2nd LAR Bn sources Companies (-) to East Coast MEUs, one deployed and one prepping at all times
 2nd AA Bn sources plt's to deploying MEU's, one Plt is deployed and one prepping to deploy at all times.
 2nd Combat Engineer BN sources Plt's to MEUs, one plt deployed ant one plt prepping at all times.

2nd MAW



Unit Locations

Beaufort SC
MAG 14, MACG 28, MWSS 274

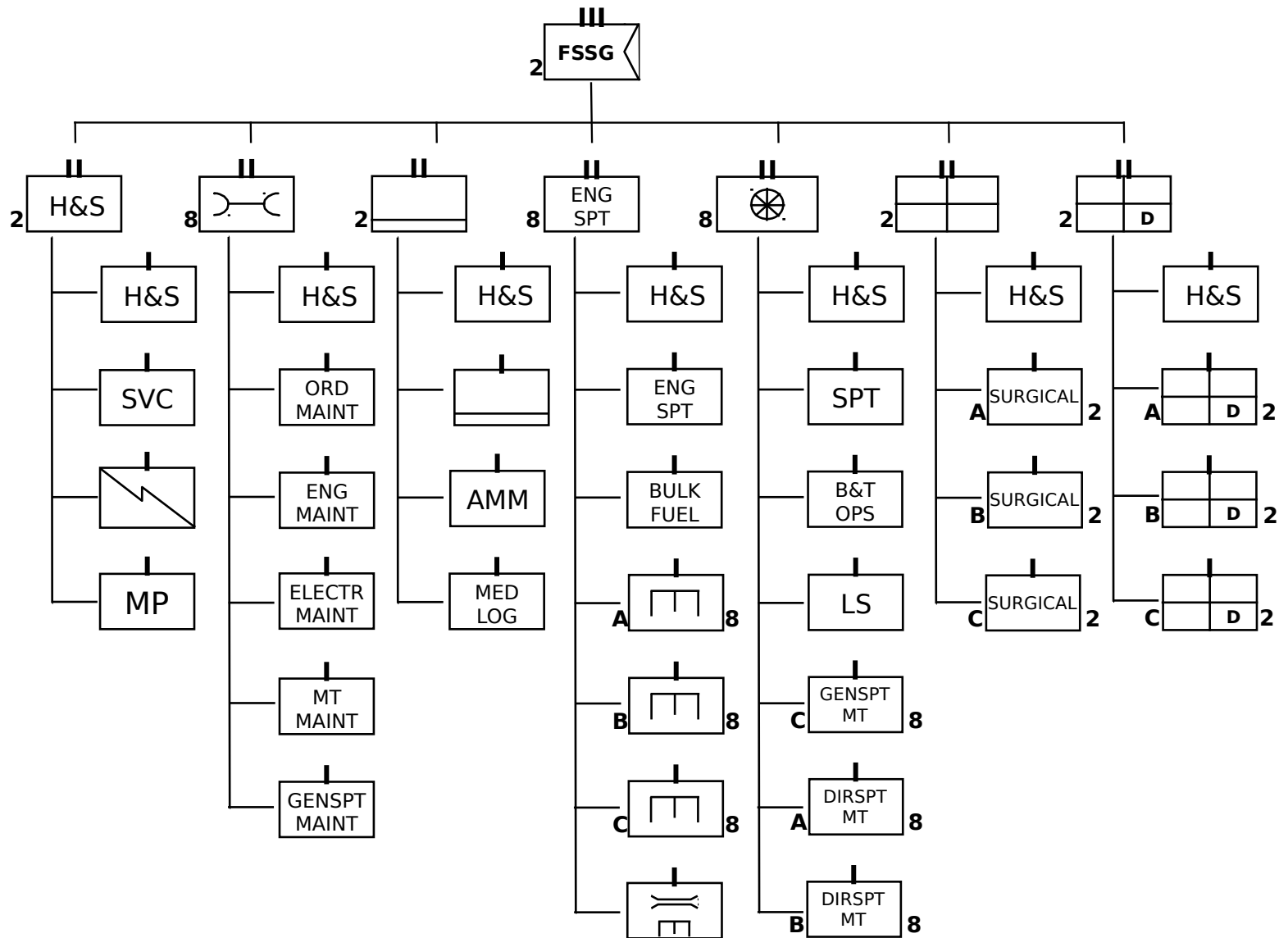
New River
MAG 31, MWSS 273

Cherry Point
MAG 14, MACG 28, MWSS 274

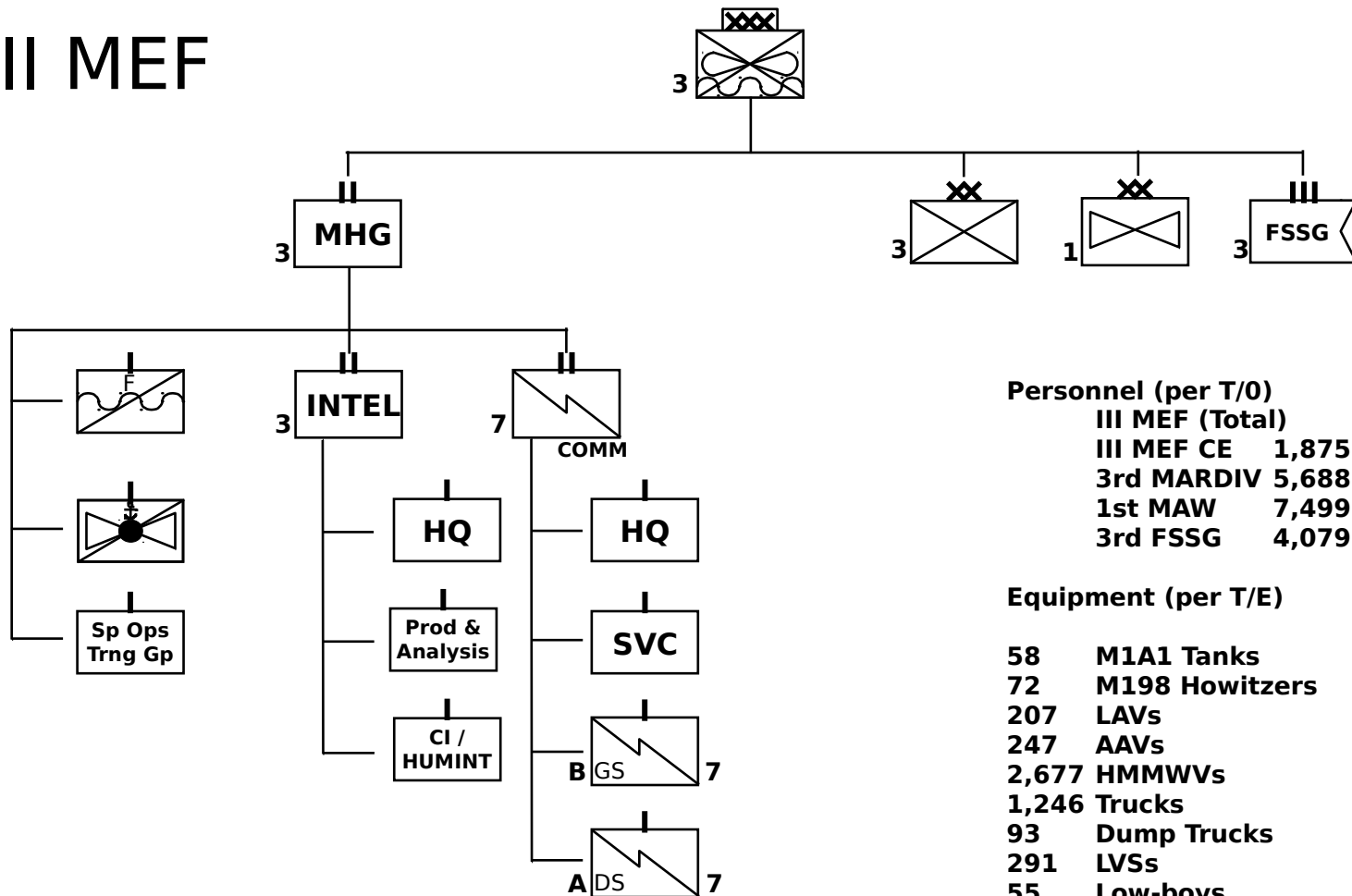
Bogue Field
MWSS 27

- MAG** Marine Air Group
- MACS** Air Control Sqd
- MACG** Air Control Group
- MALS** Aviation Log Sqd
- MALSE** Log Sqd Element
- MASS** Air Support Sqd
- MTACS** Tac Air Control Sqd
- MWSG** Wing Support Group
- MWCS** Wing Comm Sqd
- MWSS** Wing Support Sqd
- HML/A** Marine Light Attack Helo Sqd
- HMT** Marine Helo Training Sqd
- VMFA** Marine Fighter Attack Sqd
- VMFA(AW)** All Weather VMFA
- XXXT** Training Sqd
- VMAQ** Marine Tactical EW Sqd
- VMA** Marine Attack Sqd
- VMU** UAV Sqd
- VMGR** Marine Aerial Refueler / Transport Sqd
- HMH** Marine Heavy Helo Sqd
- HMM** Marine Medium Helo Sqd
- LAAD** Low Altitude Air Defense

2nd FSSG



III MEF



Personnel (per T/O)

III MEF (Total)	19,141 Marines	
III MEF CE	1,875 Marines	78 Sa
3rd MARDIV	5,688 Marines	324 S
1st MAW	7,499 Marines	250 S
3rd FSSG	4,079 Marines	977 S

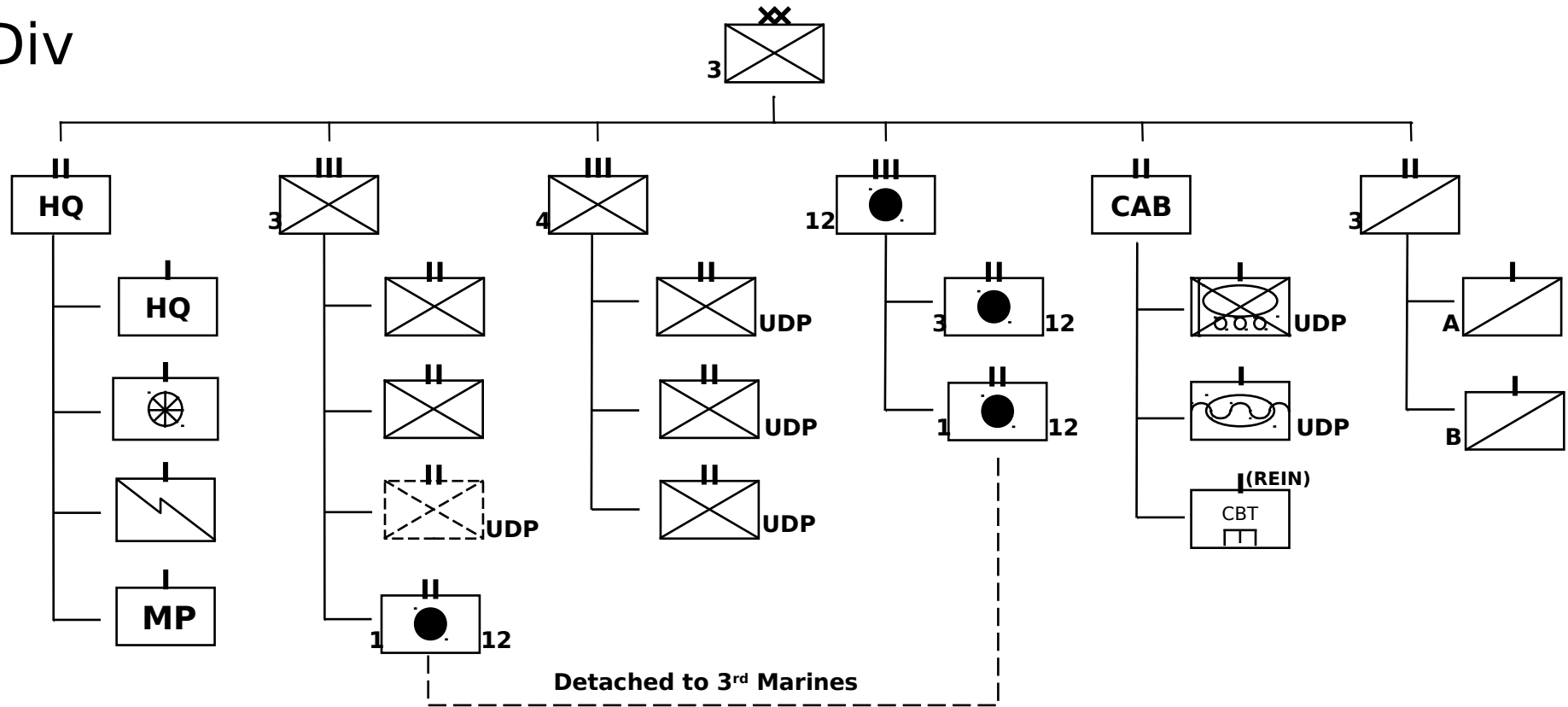
Equipment (per T/E)

58	M1A1 Tanks	48	F/A-18Cs
72	M198 Howitzers	36	F/A-18Ds
207	LAVs	64	AV-8Bs
247	AAVs	12	KC-130s
2,677	HMMWVs	64	CH-53
1,246	Trucks	90	CH-46
93	Dump Trucks	92	AH-1s
291	LVs	50	UH-1s
55	Low-boys		
60	Refuelers		
124	Six-cons		
22	EAF Refuel Systems		

Ref: MSTPP 5-0.3 MAGTF Planners Ref Man



3rd Mar Div



Notes:

3rd Regt sources 1 UDP Bn to 4th Marines

4th Regt receives one BN each from 1st and 2nd MARDIV

12th Mar s receives one BN each from 1st and 2nd MARDIV

The Combat Arms Bn (CAB) receives one each AAV Company and LAR Company 1st MarDiv

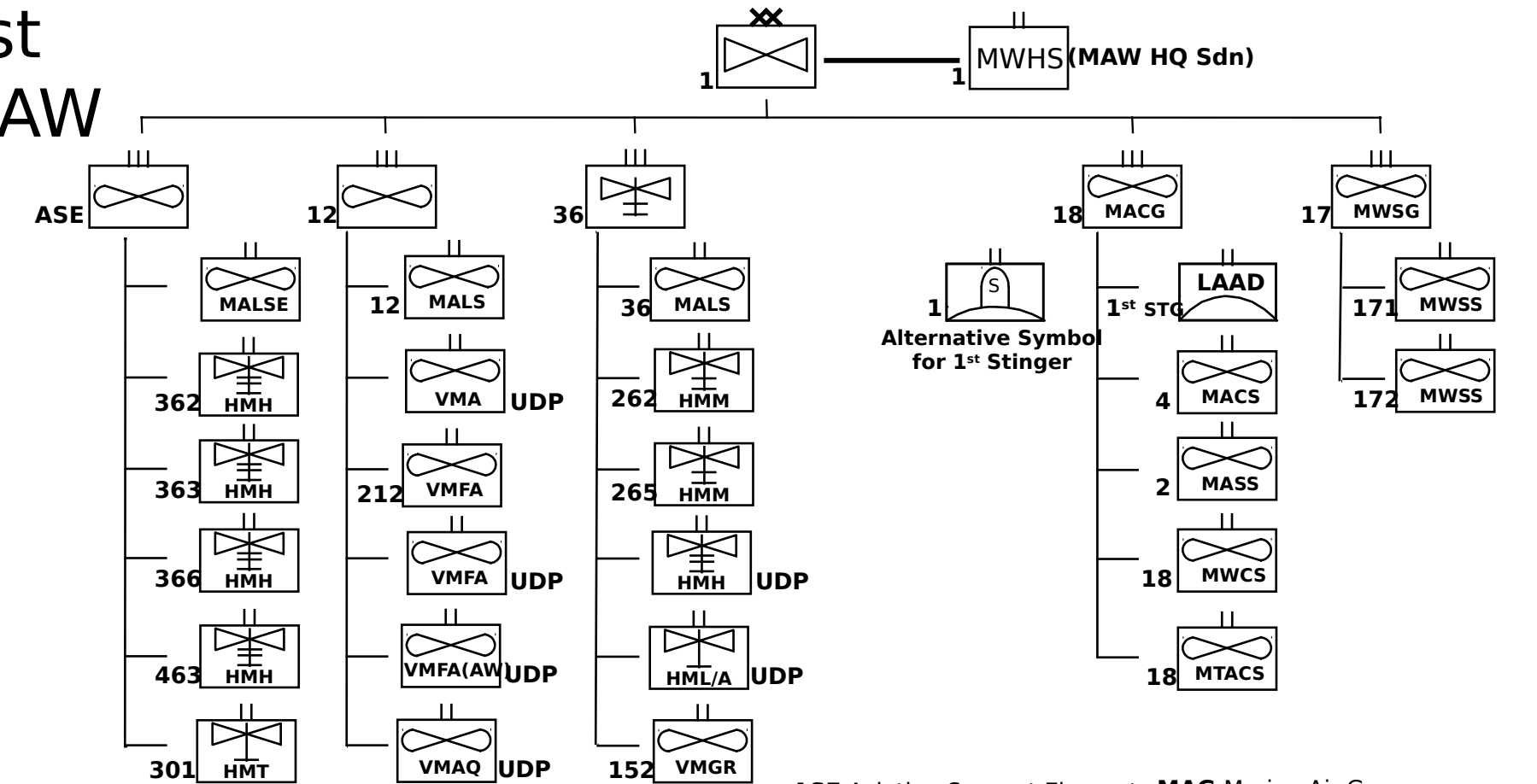
The 31st MEU sources one plt each AAV, LAR, Combat Eng, and Recon from 3rd MarDiv

The 31st MEU arty Btry comes from 1st and 2nd MARDIV

UDP Unit Deployment Plan



1st
MAW



HMH Marine Heavy Helo Sqd
HMM Marine Medium Helo Sqd
LAAD Low Altitude Air Defense

HML/A Marine Light Attack Helo Sqd
HMT Marine Helo Training Sqd

ASE Aviation Support Element
VMFA Marine Fighter Attack Sqd
VMFA(AW) All Weather VMFA
XXXT Training Sqd
VMAQ Marine Tactical EW Sqd
VMA Marine Attack Sqd
VMU UAV Sqd
VMGR Marine Aerial Refueler /
 Transport Sqd
UDP Unit Deployment Plan

MAG Marine Air Group
MACS Air Control Sqd
MACG Air Control Group
MALS Aviation Log Sqd
MALSE Log Sqd Element
MASS Air Support Sqd
MTACS Tac Air Control Sqd
MWSG Wing Support Group
MWCS Wing Comm Sqd
MWSS Wing Support Sqd

Unit Locations Kaneohe Bay, HI ASE

Iwakuni, Japan
MAG 12

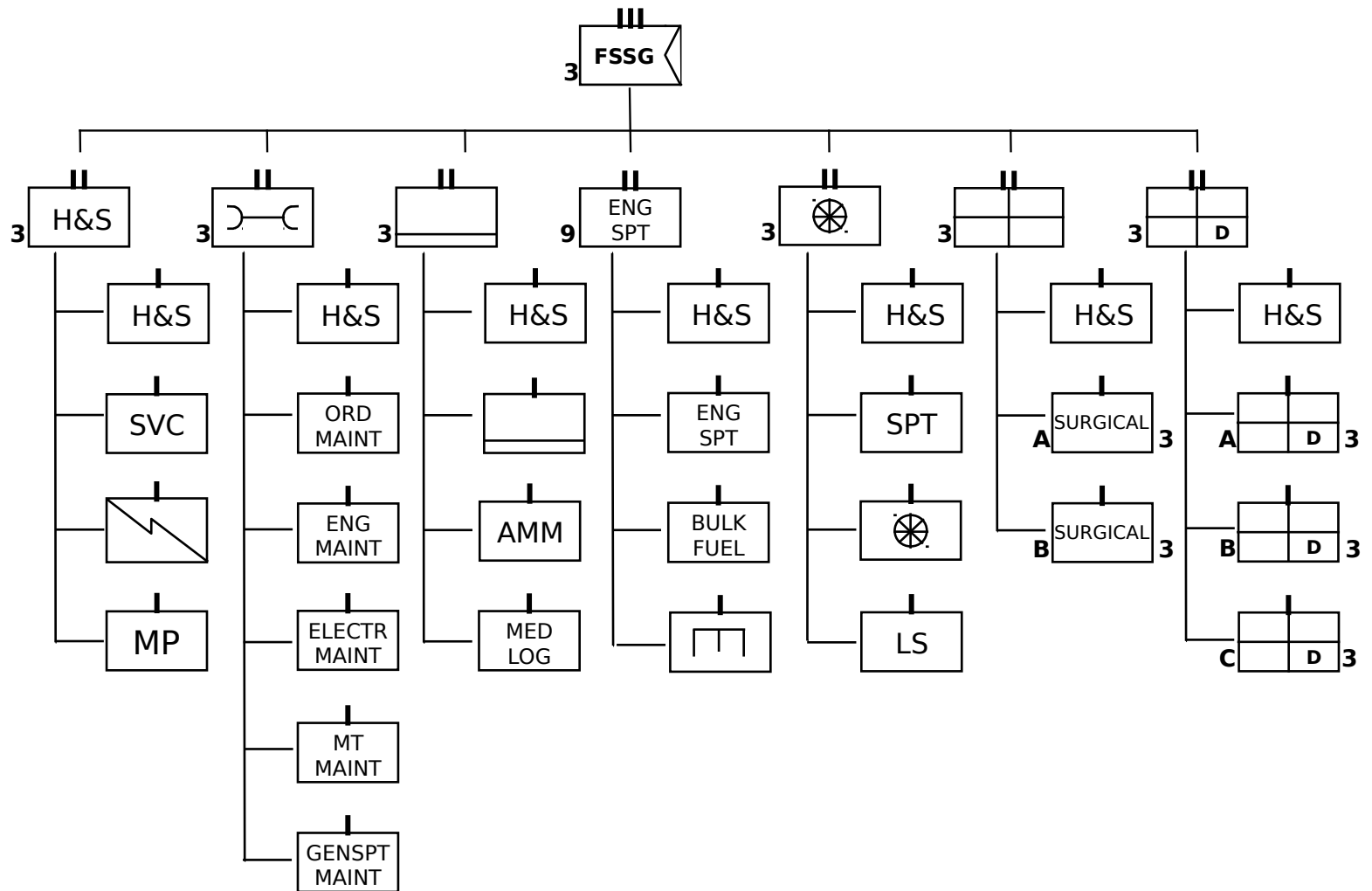
Futenma, Japan
MAG 36, MACG 18, MWSS 172

Okinawa

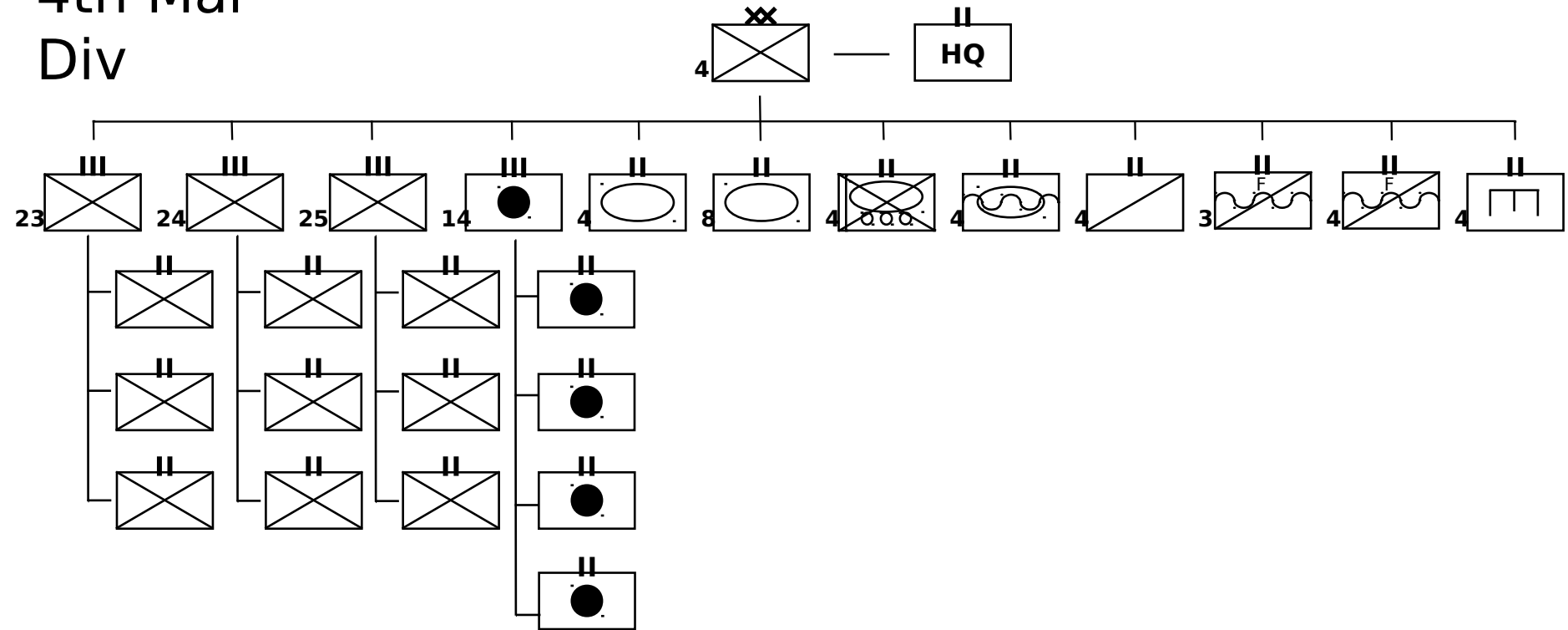
MWSG 17, MW



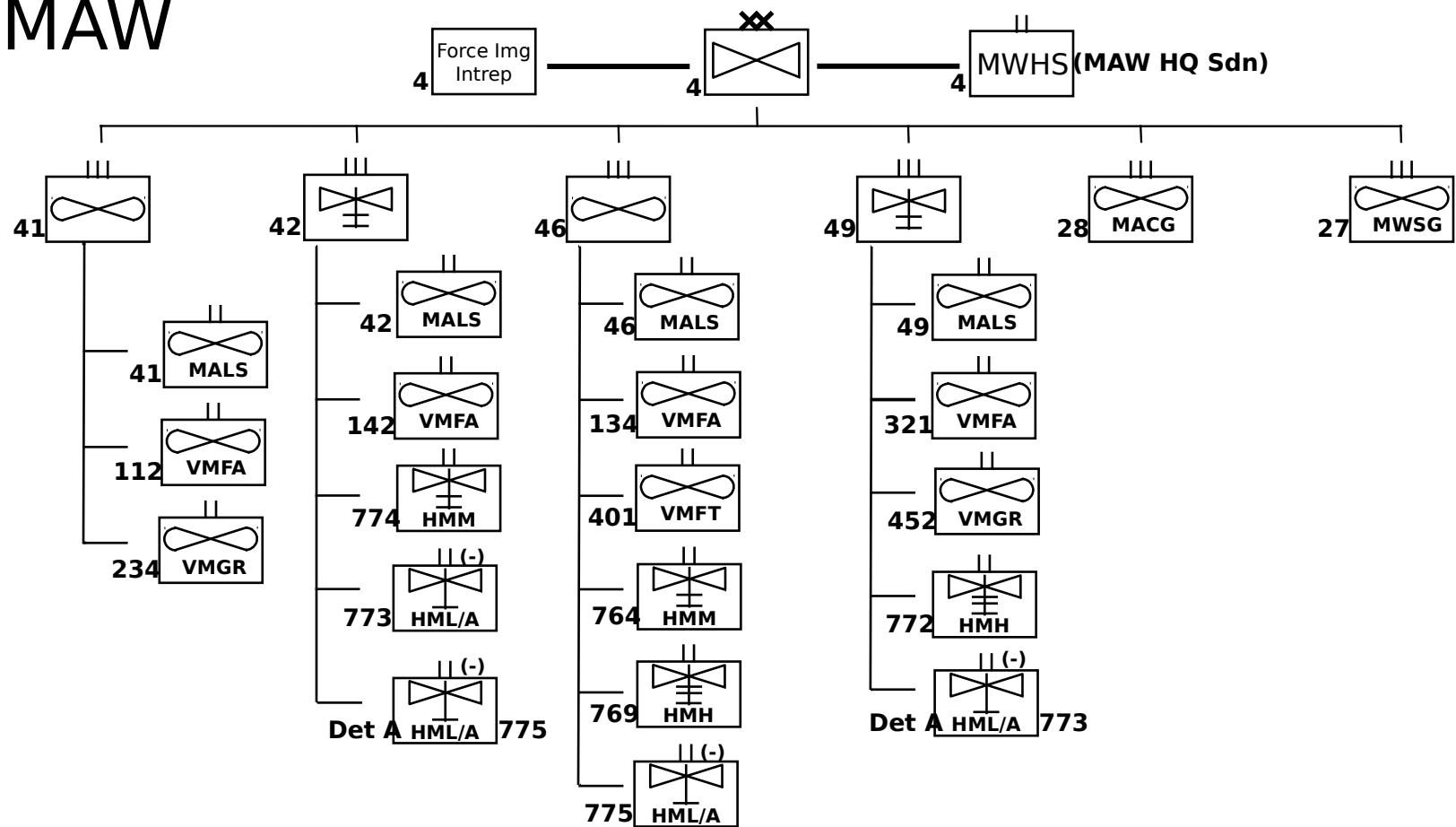
3rd FSSG



4th Mar Div



4th MAW



- HMH** Marine Heavy Helo Sqd

HMM Marine Medium Helo Sqd

LAAD Low Altitude Air Defense
- HML/A** Marine Light Attack Helo Sqd

HMT Marine Helo Training Sqd
- MAG** Marine Air Group

MACS Air Control Sqd

MACG Air Control Group

MALS Aviation Log Sqd

MALSE Log Sqd Element

MASS Air Support Sqd

MTACS Tac Air Control Sqd

MWSG Wing Support Group

MWCS Wing Comm Sqd

MWSS Wing Support Sqd
- VMFA** Marine Fighter Attack Sqd

VMFA(AW) All Weather VMFA

XXXT Training Sqd

VMAQ Marine Tactical EW Sqd

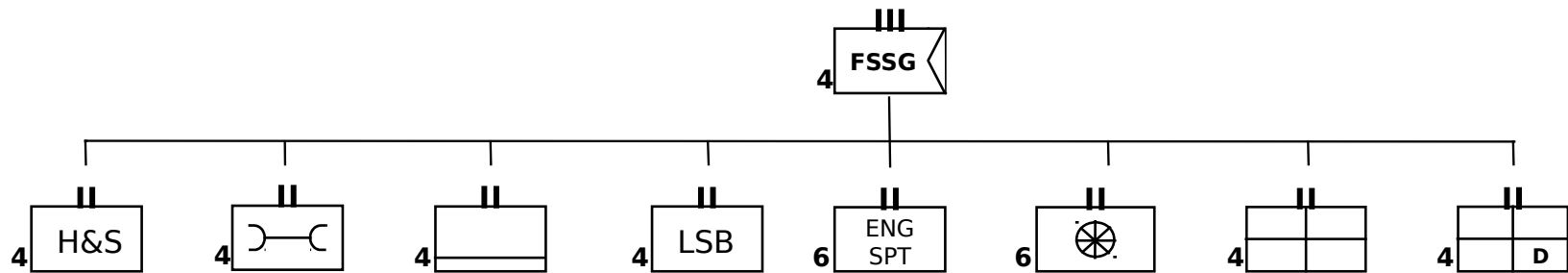
VMA Marine Attack Sqd

VMU UAV Sqd

VMGR Marine Aerial Refueler / Transport Sqd

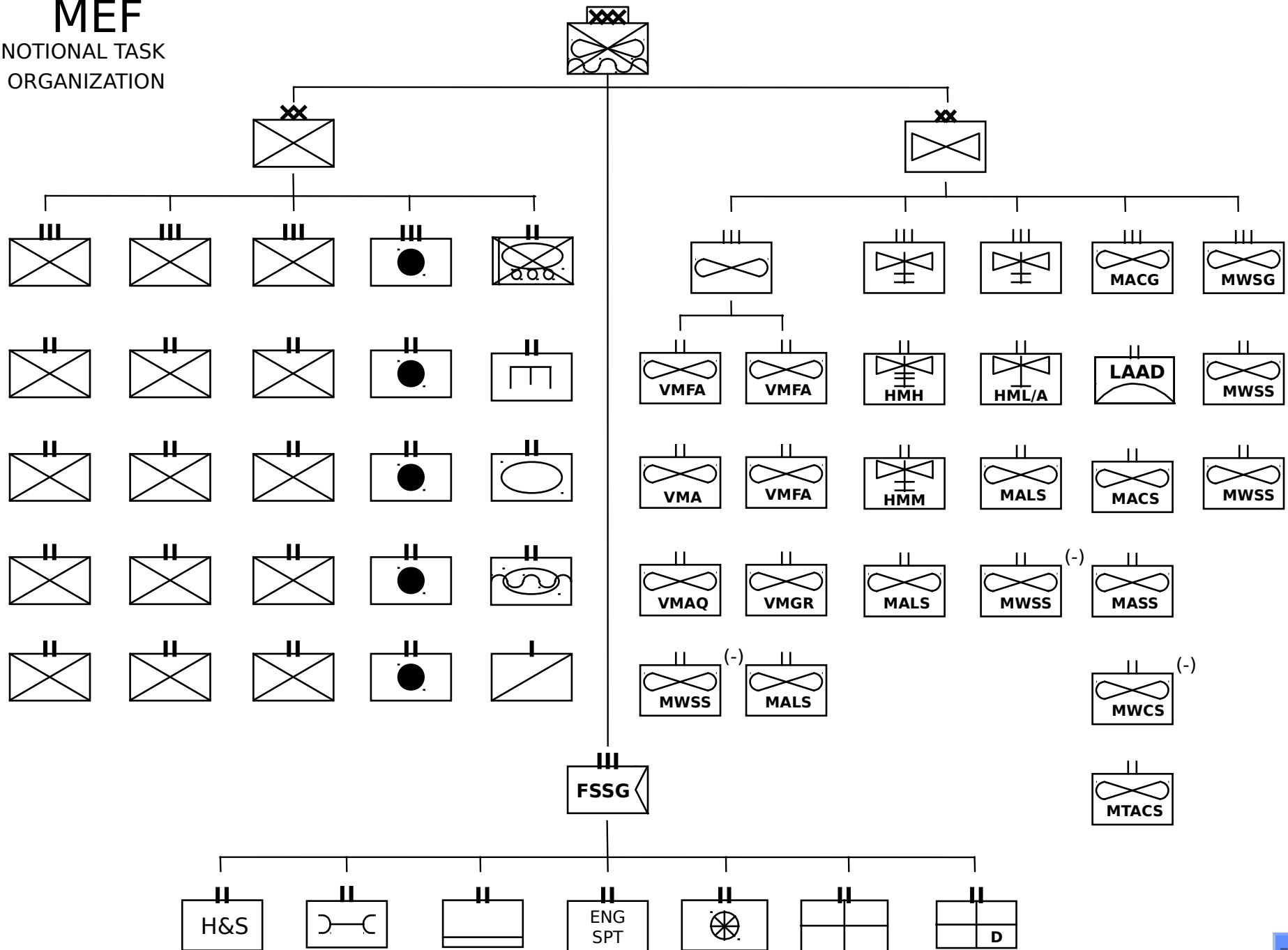


4th FSSG



MEF

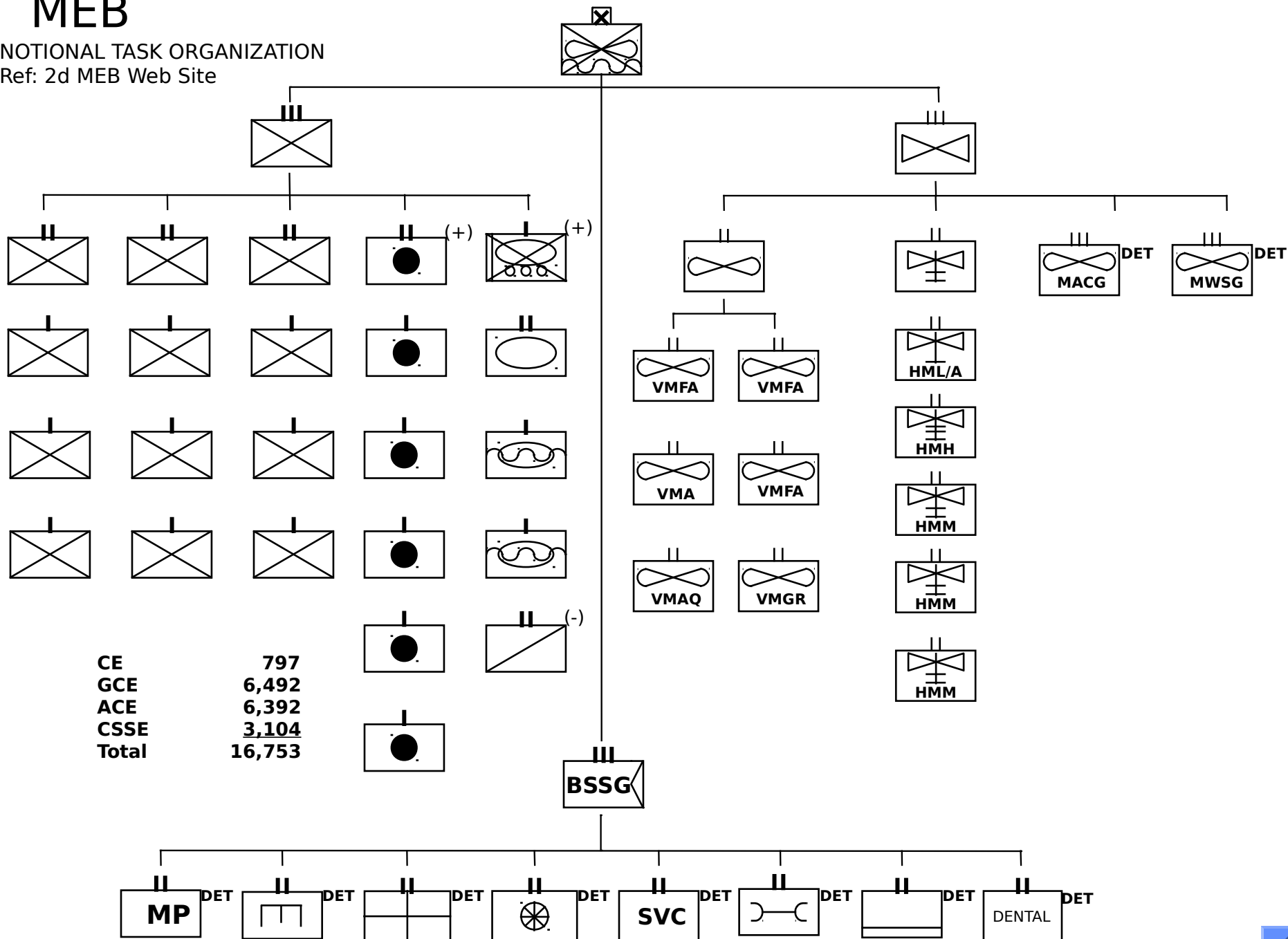
NOTIONAL TASK ORGANIZATION



MEB

NOTIONAL TASK ORGANIZATION

Ref: 2d MEB Web Site



The letters will not change scale with the graphics, the Font size must be changed



NOTIONAL TASK ORGANIZATION

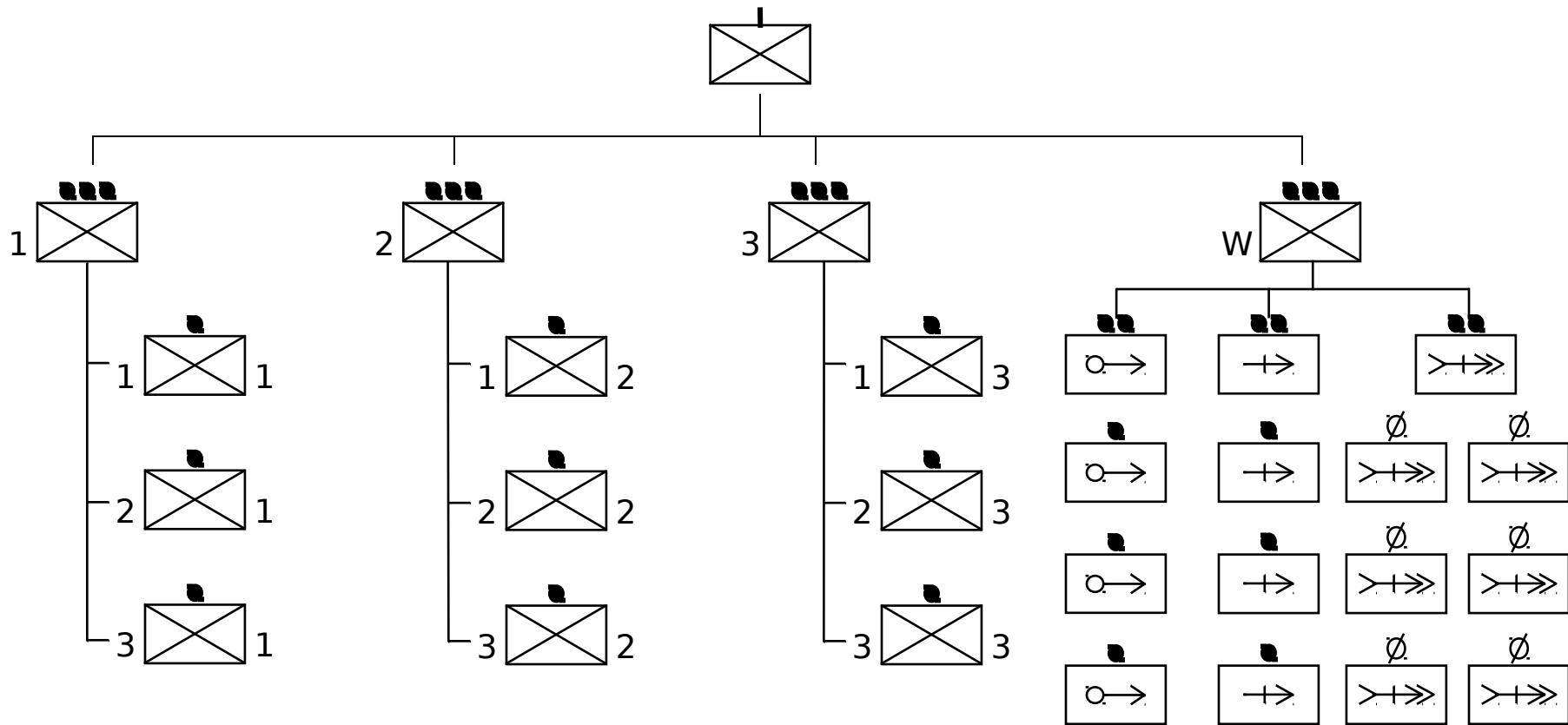


The letters will not change scale with the graphics, the Font size must be changed

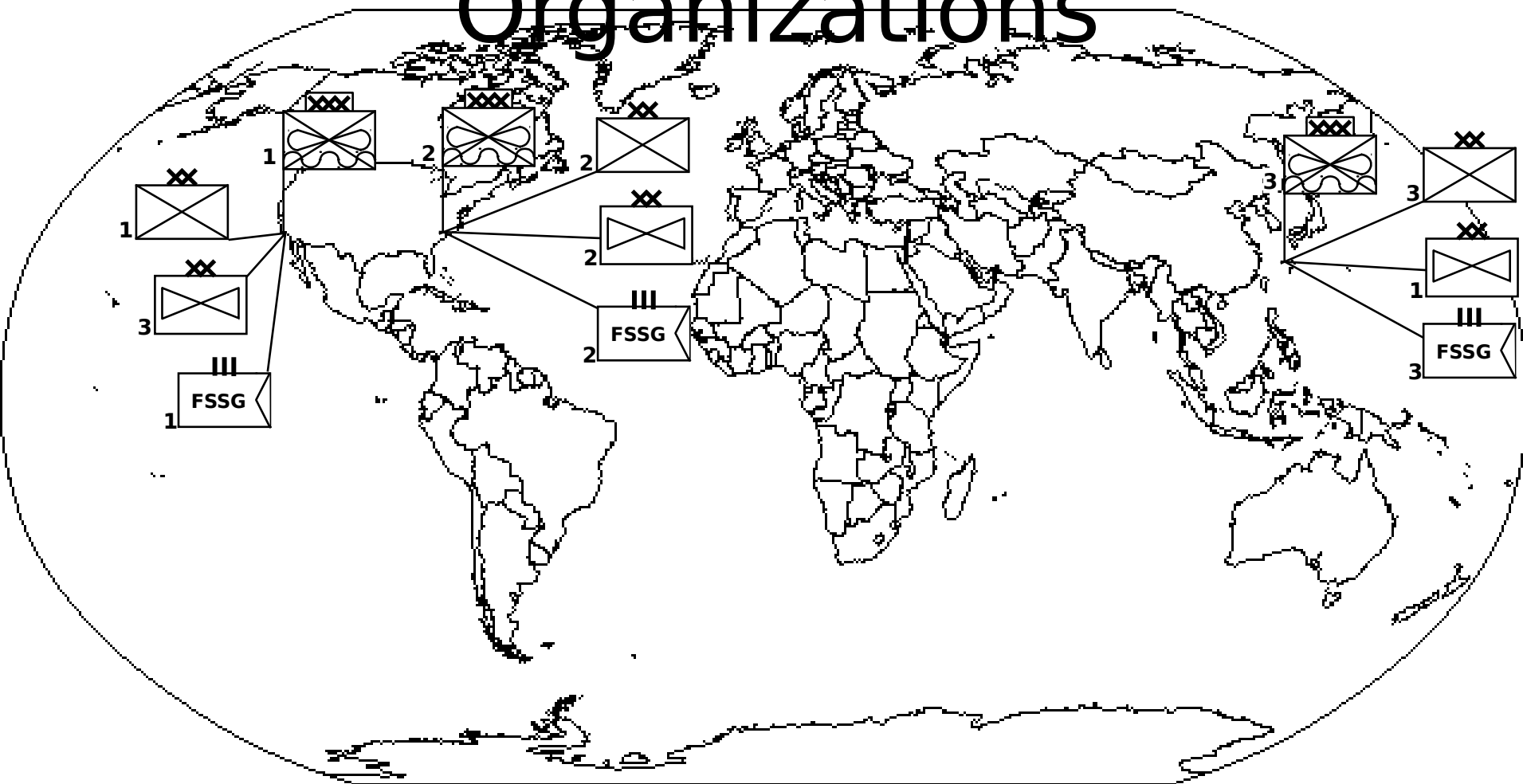
(SOC)
NOTIONAL TASK
ORGANIZATION



Notional Infantry Company



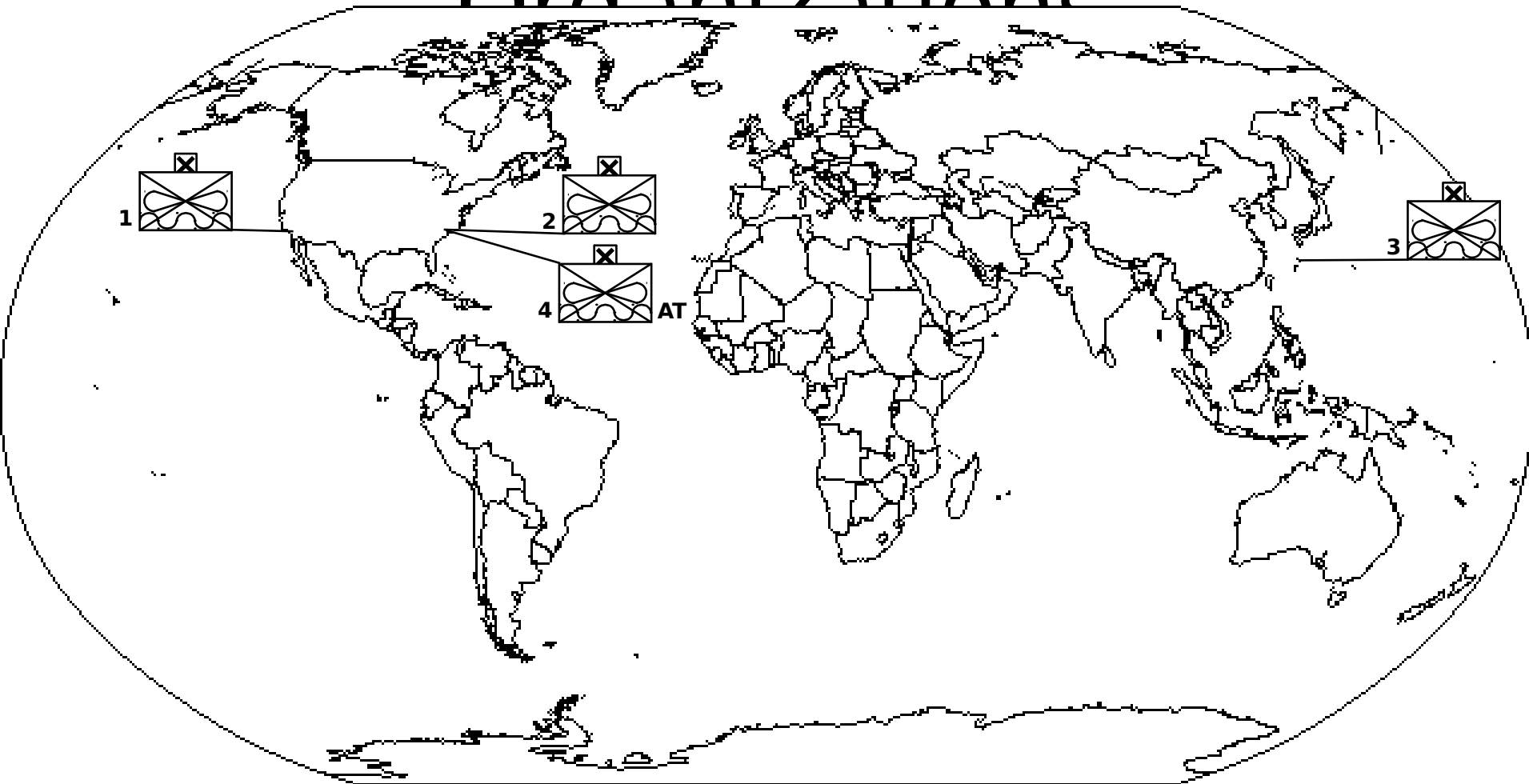
USMC Organizations



MEF and Major subordinate command locations

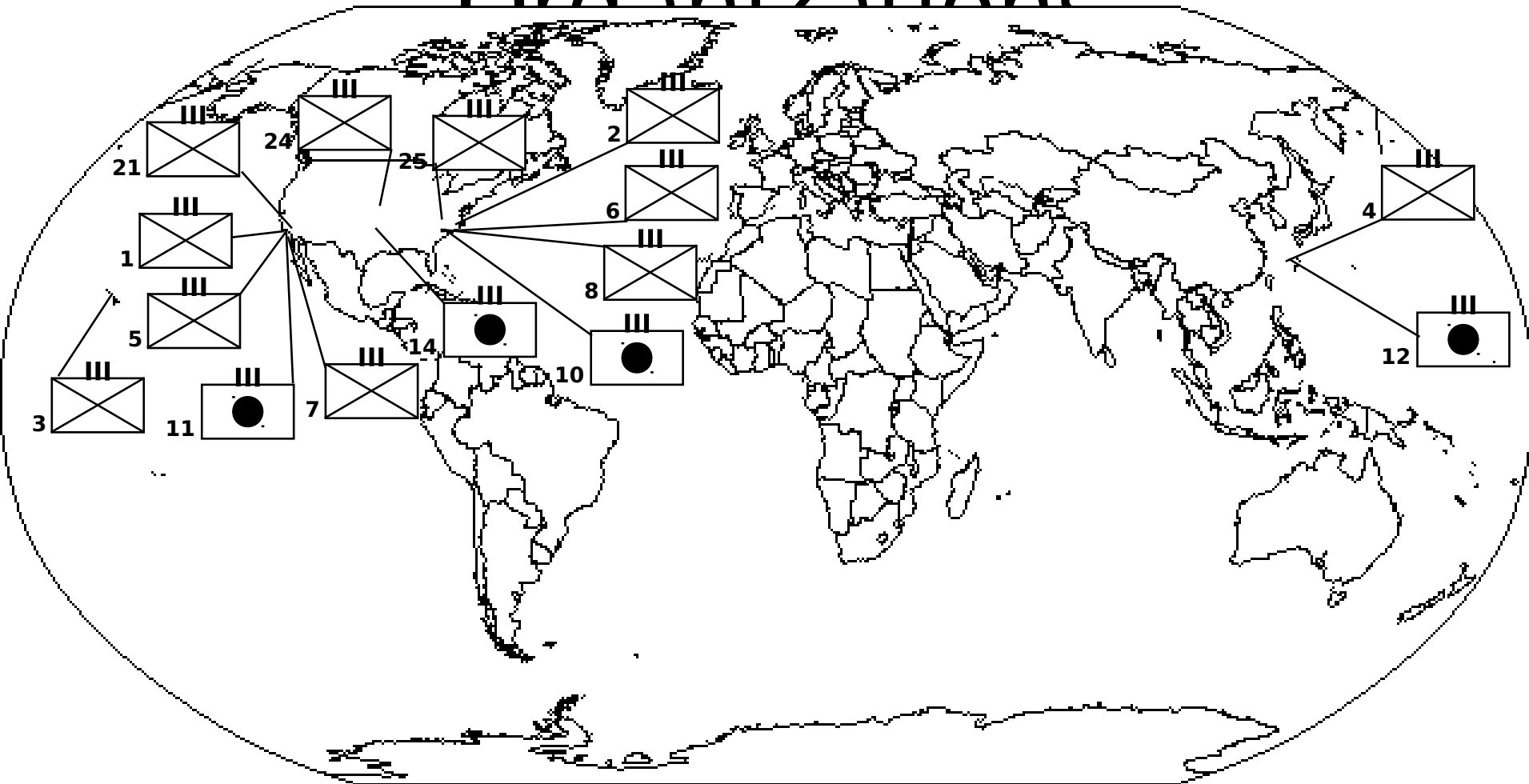


USMC Organizations



MEB locations

USMC Organizations



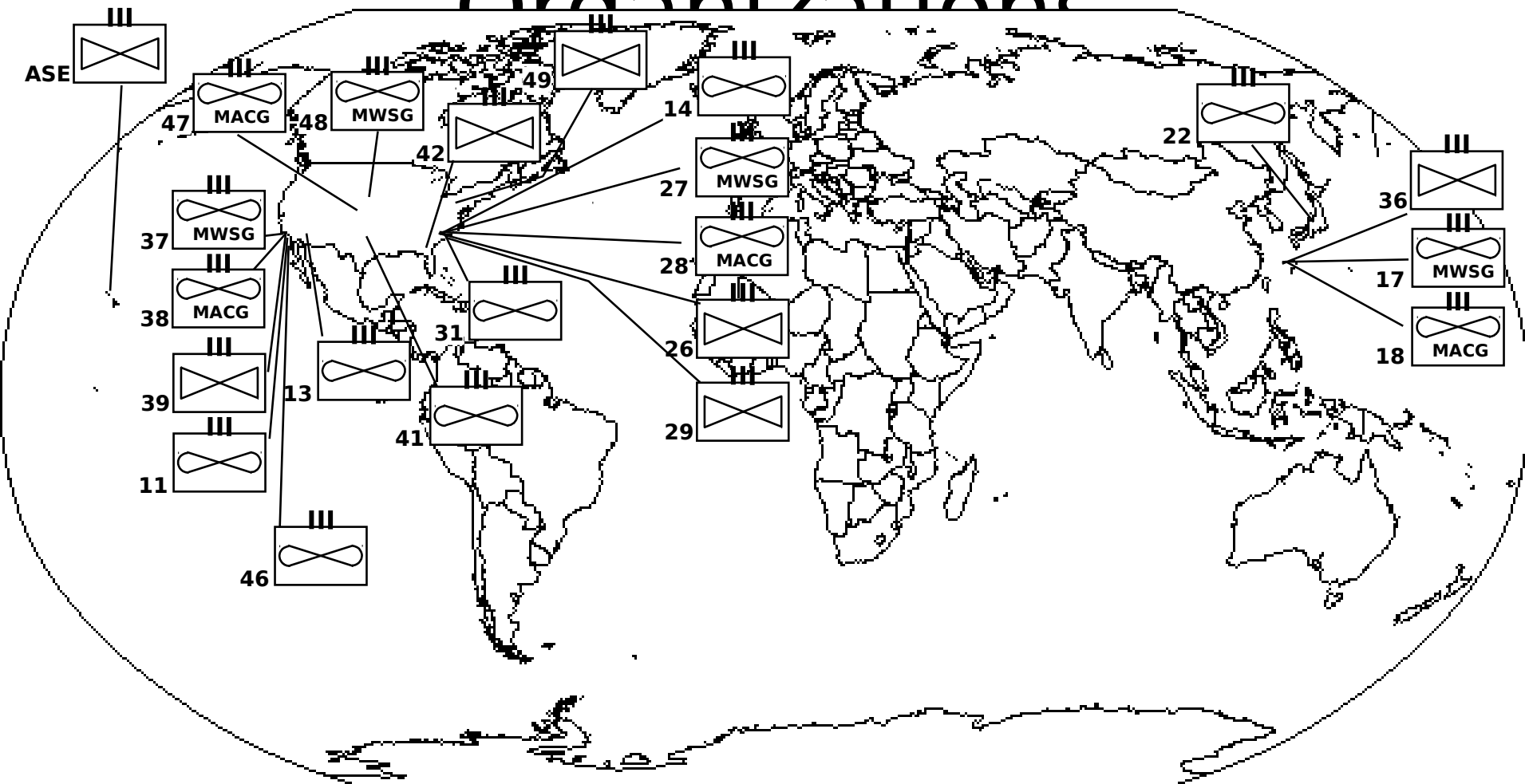
Infantry and Artillery Regiment locations

The letters will not change scale with the graphics, the Font size must be changed



USMC

Organizations



Aviation Group locations





The affiliation shape & Color can be added for visibility.
For more detail check page 131 or click

Weapons symbols

75mm M20 84 mm 106mm

SPG-9

Recoilless Rifle

Multi-barrel Rocket
Launcher
SAM

SSM

ASM

Non-LOS AT Missile

Armor Protected Wheeled

Mk 19 on HMMWV

Bradley-Stinger
Fighting Vehicle

LAV with 25mm

Scud on a TEL

Medium Tank with
Mine Rollers

Medium Tank with
Mine Plow

Air Def. Gun

AT Gun

AT Missile SP
(Tracked)

AT Rocket
Launcher

Air Def. Gun SP

Direct Fire
or Cannon

Howitzer

Laser

Rifle or Automatic

Mortar

Grenade Launchers

Flame Thrower

Smoke Generator









M203

Mk 19




High Level Commands

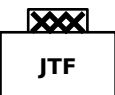
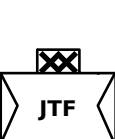
Army Service Component Commands

United States Army, Europe	 USAREUR EUCOM
United States Army, Pacific	 USARPAC PACOM
Forces Command	 FORSCOM LANTCOM
Third US Army	 TUSA CENTCOM
US Army South	 USARSO SOUTHCOM
Eighth US Army	 EUSA USFK

Field Army

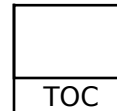
Field Army (with Corps Attached)	 CENTCOM
----------------------------------	--

Joint Task Force Commands

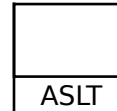
Joint Task Force South	 JTF SOUTH
Joint Support Command	 JTF SOUTH

Headquarters Types

Tactical Operations Center (TOC)



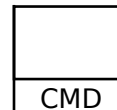
Assault Command Post (ASLT)



Base Defense Operations Center (BDOC)



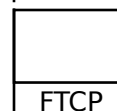
Command Group (CMD GP)



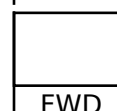
Combat Trains Command Post (CTCP)



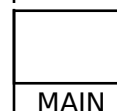
Field Trains Command Post (FTCP)



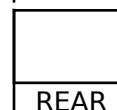
Forward Command Post (FWD)



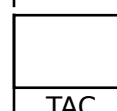
Main Command Post (MAIN)



Rear Command Post (REAR)



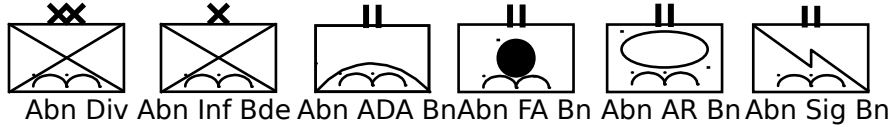
Tactical Command Post (TAC)



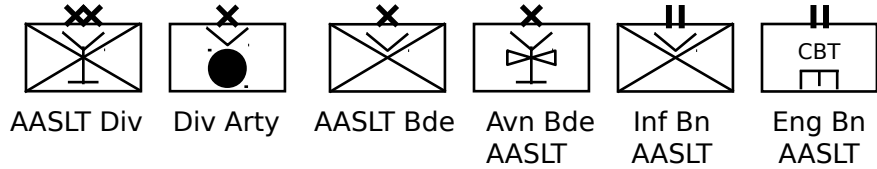
Examples of Units in

Divisions

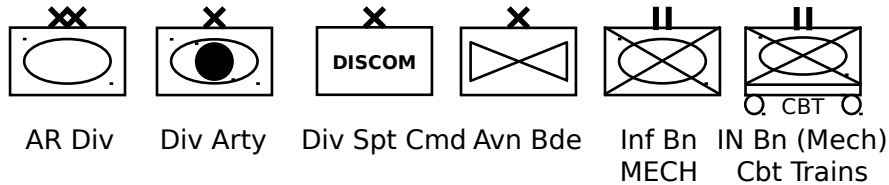
Airborne Division



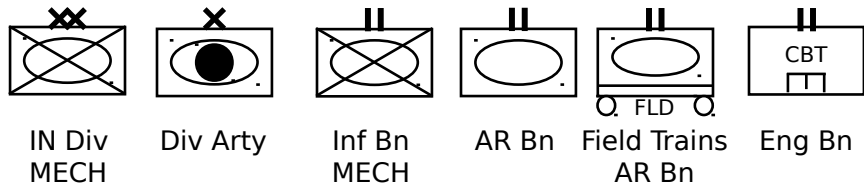
Air Assault Division



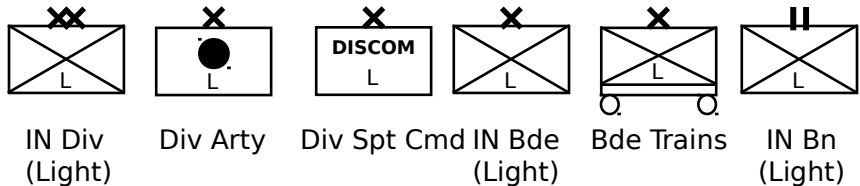
Armored Division



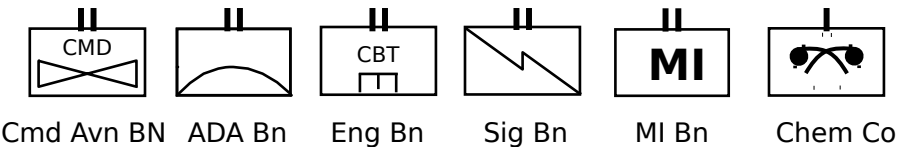
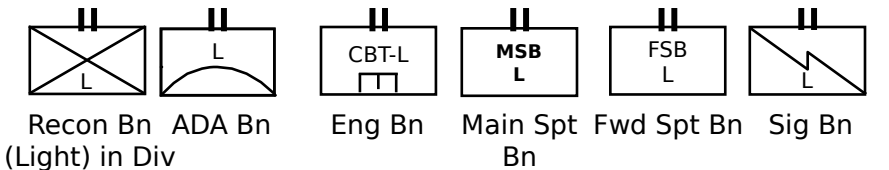
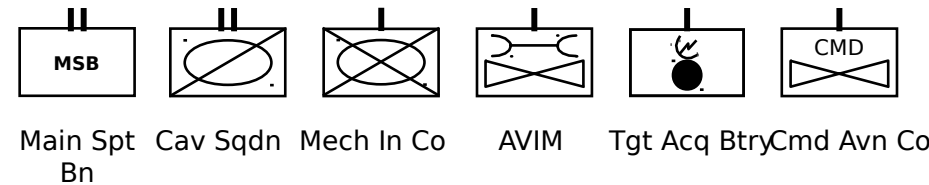
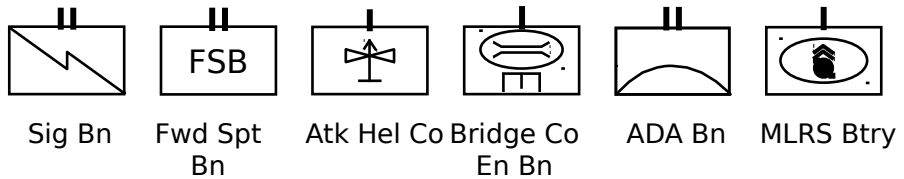
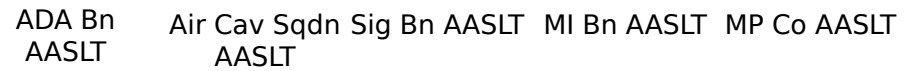
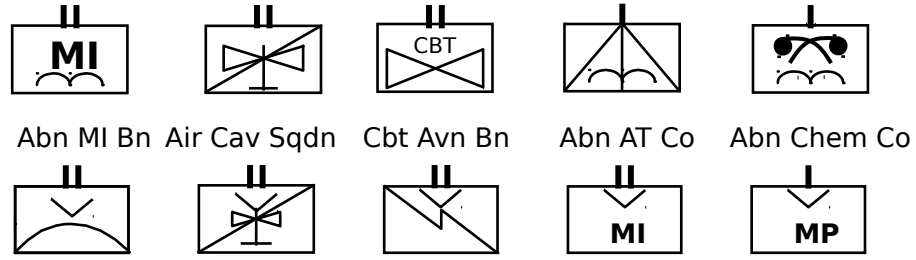
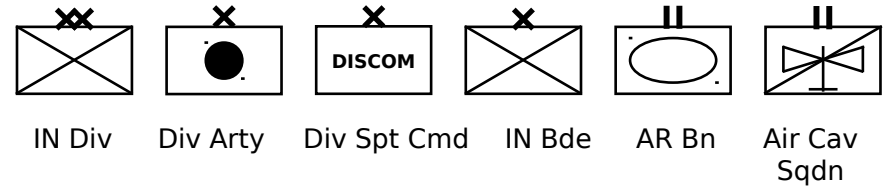
Mechanized Division



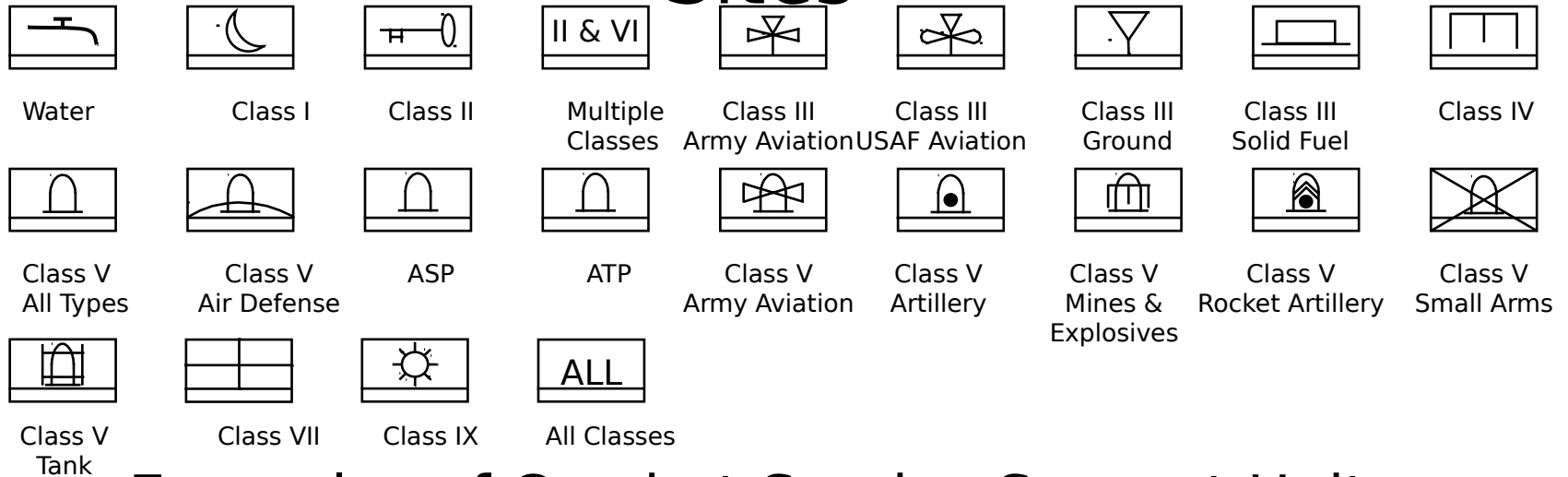
Infantry Division (Light)



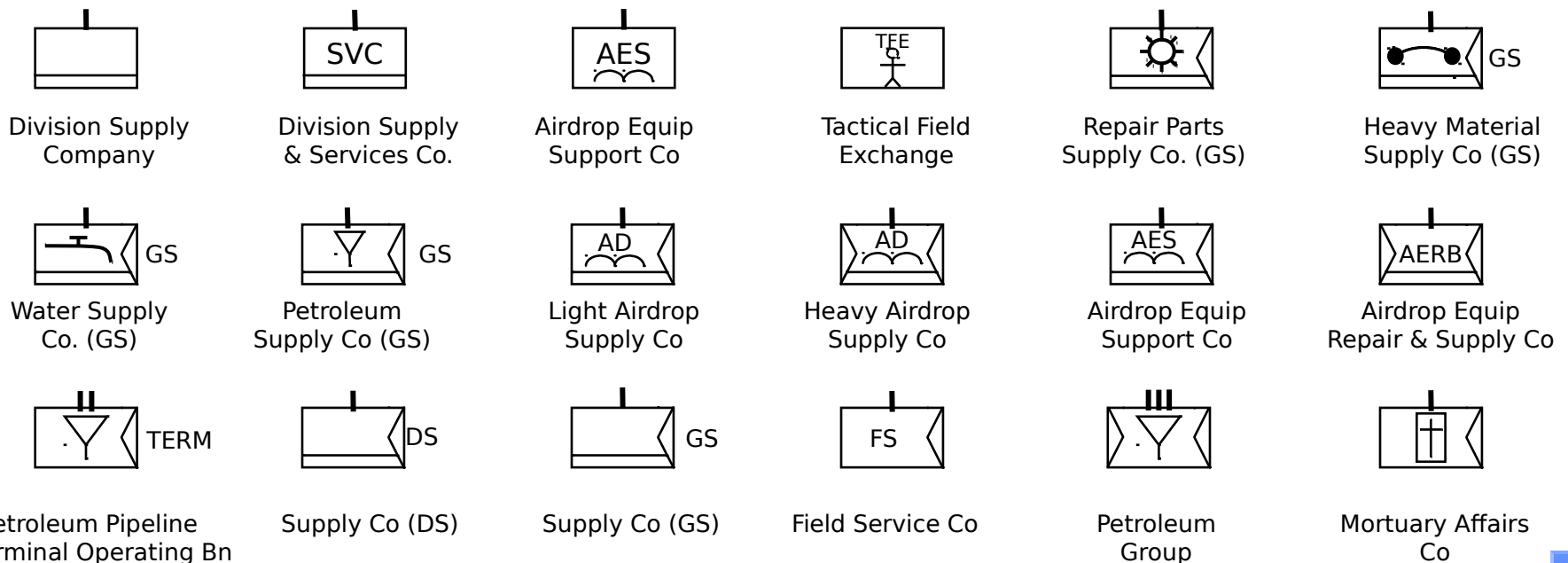
Infantry Division (see pages A-4, 5 MCRP 5-12A or FM 101-5-1)



Examples of Supply Sites



Examples of Combat Service Support Units




4 The letters will not change scale with the graphics, the Font size must be changed



Mobility Modifiers

Symbols

 Wheeled Limited
Cross Country

 X country veh


 Towed trailer

 Railway

 Half track

 Over-snow
(Prime Mover)

 Sled (towed)


 Horse, Camel Pack-
Animal Equipped

 Barge

 Amphibious


Tactical


  AP mine/belt

  AT mine/belt






















  Unspecified mine/belt

 AT Ditch prepared/
under preparation

 Unspecified
Obstacle belt

 Prepared
positions

Vehicle Symbols

			Tank Lt, Med Heavy		Armored Combat Earth Mover (ACE)
			APC		
			Bradley		Armored Vehicle- Launched Bridge (AVLB)
			LAV		Hovercraft
			LVTC		
			LVTE		Armored Vehicle-Mounted MICLIC (AVLM)
					Trailer-mounted MICLIC
			LVTP		Tractor, Full-tracked Low-speed (doz)
			LVTR		Armored Carrier with Volcano
			Truck		Truck-mounted Volcano
			Locomotive		

Aircraft / Aerial Vehicles (2 pages)

Helicopters



Civilian



Attack/ASW/ASUW



Recon



Transport: light, med, heavy



Support: SAR & C2, MCM

Aviation Symbols

Army

Air Force

Army

Air Force

Helo

Fixed Wing



Fixed Wing

Bomber



Fighter



Airborne Unit
Identifier



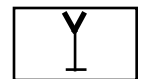
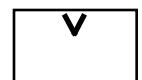
Air Assault Unit
lift required



Air Assault Unit
Lift Organic



RPV



Miscellaneous Comm or Electronics



Generic Signals or Electronic



Radio Retransmission



Direction Finder



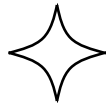
Signal or Comm Center



Radar



Electronic Warfare



Unattended Ground Sensor



Sensor String



Unit Size Indicators

xxxxxx	Region	
xxxxx	Army Group	
xxxx	Army	xxxxx
xxx	Corps	xxxx
xx	Division/Wing	xxx
x	Brigade	xx
III	Regiment/Group	III
II	BN/Squadron	II
I	Co/Battery/Troop	I
■ ■ ■	Platoon or Detachment	■ ■ ■
■ ■	Section	■ ■
■	Squad	■
⌀	Team / Crew	
■	Installation	

*Task Organization can also be designated by (M) in the text description

Examples of Enemy Equipment

	Tank
	Tracked Wheeled IFV
	Tracked Wheeled IFV

Enemy Units (2 pages)

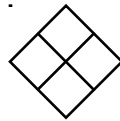
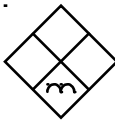
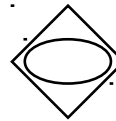
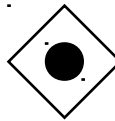
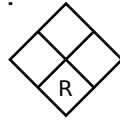
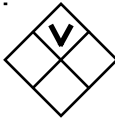
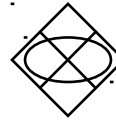
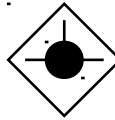
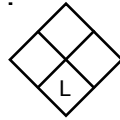
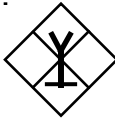
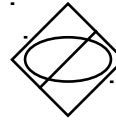
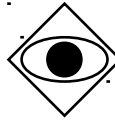
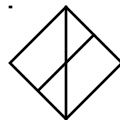
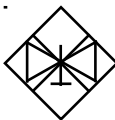
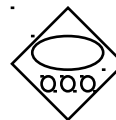

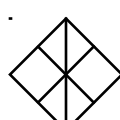


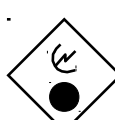

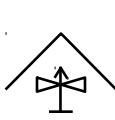

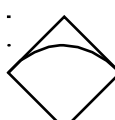
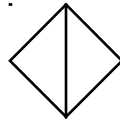
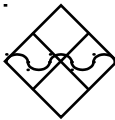
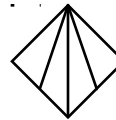
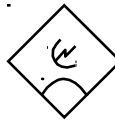
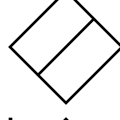
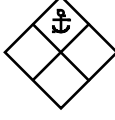

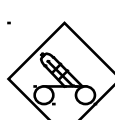

	Headquarters		Medical
	Amphibious		Medical Treatment
	Military Intel		Communications / Signal
	Military Police		Electronic Warfare
	NBC		Supply
	Afloat or Riverine		Supply & Transport
	Naval		Motor Transport
	Engineer		Supply & Repair
	Mech Engineer		Maintenance

The letters will not change scale with the graphics, the Font size must be changed



Enemy Units

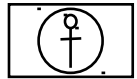
The letters will not change scale with the graphic
the Font size must be changed

	Infantry		Airborne Infantry		Armor		Artillery
	Rangers		Air Assault Infantry with out aircraft		Mech Inf		Mortar
	Light		Air Assault Infantry with aircraft		Light Armor/ Armored Cav		SP Artillery
	Motorized Scouts		Air Cav		Mech or Armored (Wheeled)		MLRS
	Motorized Inf		Attack Helo on the Ground		Antiarmor		Counter-battery Radar
	Mountain		Attack Helo in Flight		AT Mech		Air Defense
	Motorized		Marine Infantry		AT Motorized		Air Defense Radar
	Recon/ Calvary		Naval Infantry		Mobile SSM (IRBM)		Mobile ASCM
	Special Forces						

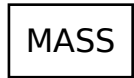


Operations Other Than War Symbology OOTW (3 pages)

Friendly Activities or Facilities



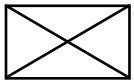
Arrest



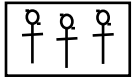
Demonstration



House to house
Propaganda



? Suspected Friendly
Infantry Unit



Refugees



Safe house



Written Propaganda

Reference FM 101-5-1

Neutral Activities or Facilities



NGO Food Distribution



Infantry



Medical Treatment
Facility



Refugees

Activities Sponsors unknown



DEMONSTRATION

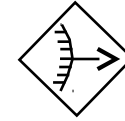


Bombing

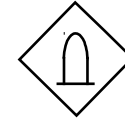


Written Propaganda

Hostile Activities, Units or Facilities



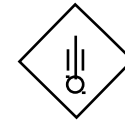
Ambush



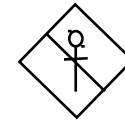
Ammo Cache



Arson Fire



Artillery
Artillery Fire



Assassination
Murder/Execution



Black List Location*

***See Speaker Notes**



Bomb / Bombing



Booby-trap



Operations Other Than War Symbology OOTW

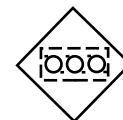
Hostile Activities, Units or Facilities



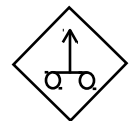
Demonstration



Gray List Location*



Minelaying in Progress

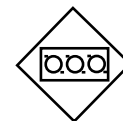


Drive by Shooting



*See Speaker Notes

Helicopter



Minelaying Complete



Drug Operation



Vehicle



Airplane



Boat

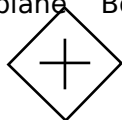
Hijacking



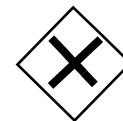
Roadblock



Drug Vehicle



Indirect Fire



Roadblock under construction



EW Intercept



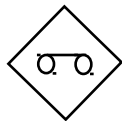
Kidnapping



Safe House



Extortion



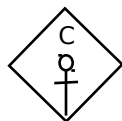
Known Insurgent Vehicle



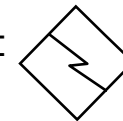
Rocket / Rocket Fire



Foraging / Searching



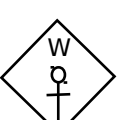
Recruitment (Coerced)



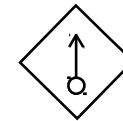
Signal / Radio Station



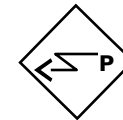
Graffiti



Recruitment (Willing)



Mortar / Mortar Fire



Patrolling



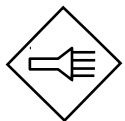
Operations Other Than War Symbology

OOTW

Hostile Activities, Units or Facilities



Poisoning



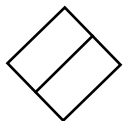
Psyop



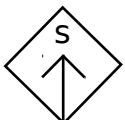
Broadcast Pysop



Written Pysop



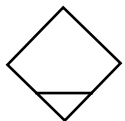
Surveillance



Sniping



Spy



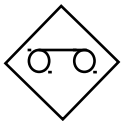
Supply Cache



Vandalism / Rape / Loot / Ransack / Plunder



White List
Location (see speaker notes)



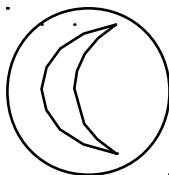
Known Insurgent Vehicle



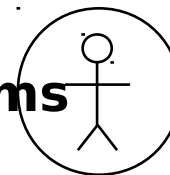
Internal Security Force



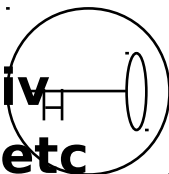
Class I Subsistence



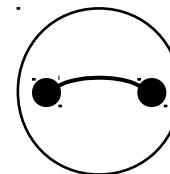
Class VI Personal Items



Class II Clothing, Individual Equipment, Tentage etc



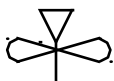
Class VII Major End Items



Class III POL & Fuel



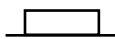
Ground



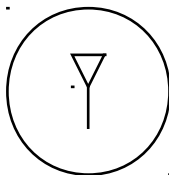
Air
Force



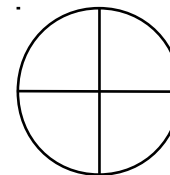
Army
Aviation



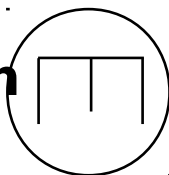
Solid Fuel
(coal/wood)



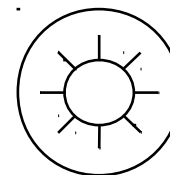
Class VIII Medical



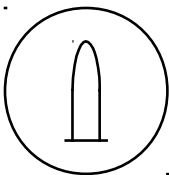
Class IV Construction



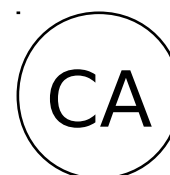
Class IX Repair Parts



Class V AMMO all types less special



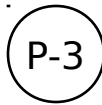
Class X Civic Affairs/Non Military



Navy Unique Symbols



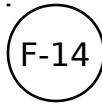
Guided Missile Cruiser



Patrol Aircraft
UAV, Recon, Etc



Guided Missile Destroyer



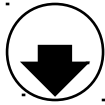
Fighter Aircraft



Guided Missile Frigate



Aircraft Carrier The letters will not change scale with the graphic
(Nuclear Powered) the Font size must be changed



Amphibious Warfare
(Multiple Ships)



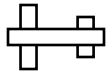
Maritime Component
Commander HQ



Nuclear Powered
Submarine (Submerged)



Air Force Unique Symbols



Civilian Aircraft



UAV, Recon, Etc



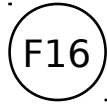
Military Aircraft



C3I, AEW



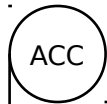
Bomber



Fighter



Support A/C (Tanker, Transport, etc)

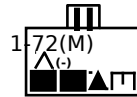


AirComponent
Commander HQ



Examples of Combat Effectives Graphics Task-Organized Composition Graphics

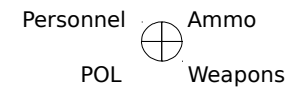
Example of a Task-Organized Composition Graphic



TF 1-72 IN(M) is organized with two mech Inf Co., one Armor Tm an AT Co. minus one platoon and an Engineer Co.

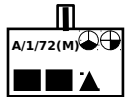
Commander's Assessment of Ability to Perform Mission	Effectiveness Pie Chart	Selected Status Pie Chart
"No Problem"		
"Some Problems" Personnel		
"Major Problems" Weapons Systems		
Can't Perform Mission Pers, Ammo, Weps		

Selected Status Pie Chart Code (see speaker notes)

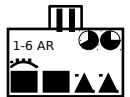


Decision Graphics

Team A, 1st Bn, 72d IN(M) is organized with two mechanized infantry platoons and one armor platoon. It has "some difficulty" performing its mission because of deadlined weapons systems



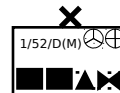
TF 1-6 AR is organized with two armor teams, two mechanized infantry teams, and an air defense platoon. It has "major problems" in performing its Mission because of personnel and weapon systems



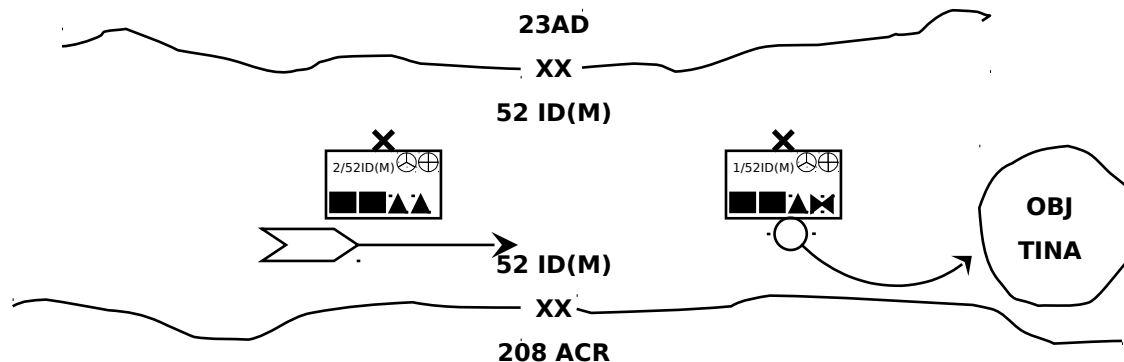
Shorthand Unit Symbols

Armor	▲
Armored Cavalry	△
Infantry	□
Air Assault Infantry	☑
Airborne Infantry	☒
Light Infantry	☒
Mech Infantry	■
Mountain Infantry	☒
Medium	☒
Antitank Mech	△
Air Defense	☒
Engineer	☒
Artillery	●
Attack Helicopter	✕
Air Cavalry	✕
Lift/Assault Helicopters	✕

1st Bde, 52 ID(M), is organized with two mechanized infantry battalions, one armor battalion, and an attack helicopter battalion. It has "no problems" in performing its mission

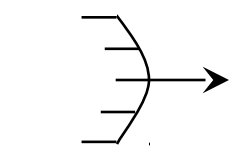


Mission Graphics

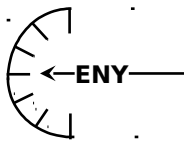


1st Bde, 52 Inf Div(Mechanized) is task organized with two mech infantry Bn's, an armor (tank) Bn, and an attack helo Bn. It has no deficiencies. Its task is to seize objective Tina. The 2d Bde, 52 ID (Mech) is task organized with two Mech IN Bn's and to Tank Bn's. It has no deficiencies. Its task is to follow and support the first brigade.

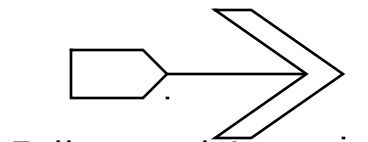
Tactical Mission Graphics



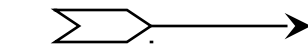
Ambush



Contain



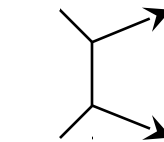
Follow and Assume



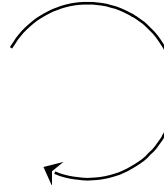
Follow and Support



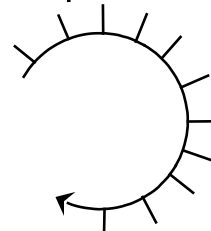
Interdict



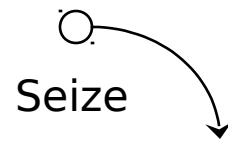
Support by Fire



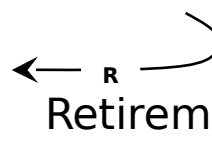
Secure



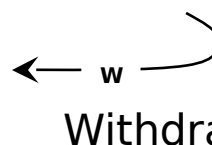
Retain



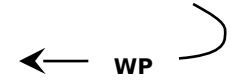
Seize



Retirement



Withdrawal



Withdrawal Under pressure

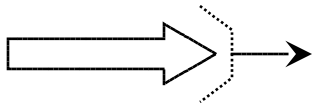


Relief in Place

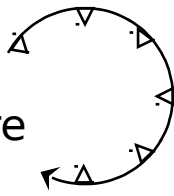
Attack by Fire



Block



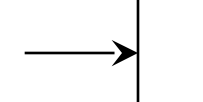
Counterattack by Fire



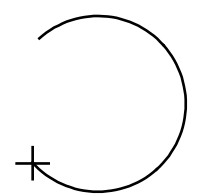
Isolate



Neutralize



Penetrate

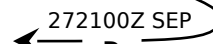


Occupy



Screen

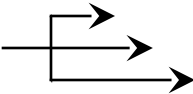
Delay



Delay until specified time



Destroy



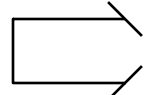
Disrupt



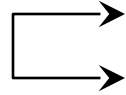
Fix



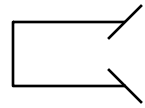
Guard



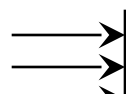
Breach



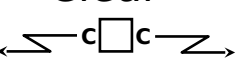
Bypass



Canalize



Clear



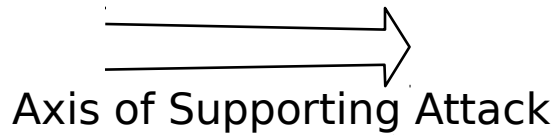
Cover



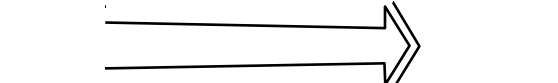
Air Assault



Attack Helo



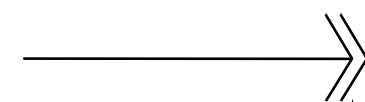
Axis of Supporting Attack



Axis of Main Attack



Direction of Supporting Attack



Direction of Main Attack

MIL-STD-2525B

Department of Defense Interface Standard

COMMON WARFIGHTING SYMBOLOGY

See next page for MIL-STD Table of
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
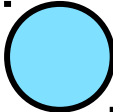

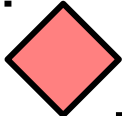

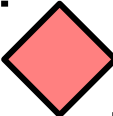









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Return to TOC





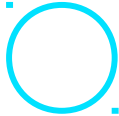






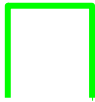

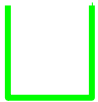



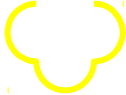
Default Fill Colors for Computer Displays

	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				

See Speaker notes



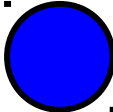
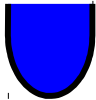
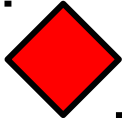

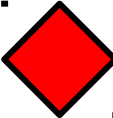











Default Icon Colors for Computer Displays

	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				

See Speaker notes

Default Colors for Hand Drawn Displays

	Land	In-Flight	Surface	Subsurface
Friendly				
Enemy				
Neutral				
Unknown				

See Speaker notes






















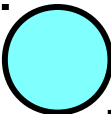
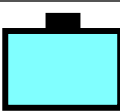
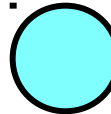


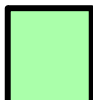

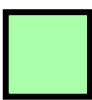
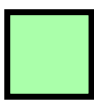
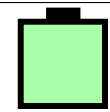

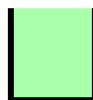
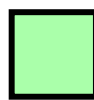
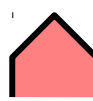

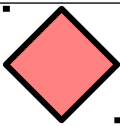
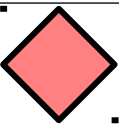
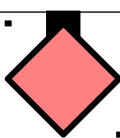
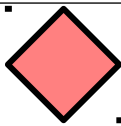

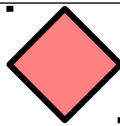
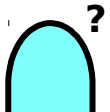
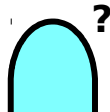
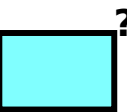
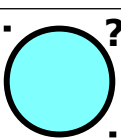
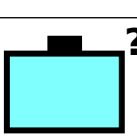
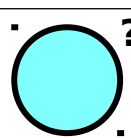

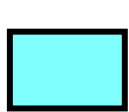
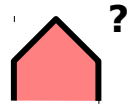
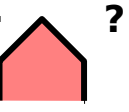
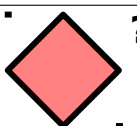
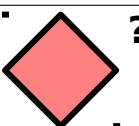
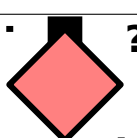
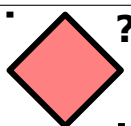

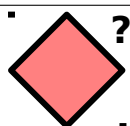


Display Options

Colors and fills of the symbols can be varied to provide the best visibility against various backgrounds. The Dots at the bottom are used to indicate the actual location of the Symbols



Frame Shapes depicting affiliations and battle dimensions

Battle Dimension	Unknown	Above Surface		Surface				Sub surface	SOF
		Space	Air	Ground			Sea Surface		
				Units	Equipment	Installation			
Affiliation									
Pending									
Unknown									
Friend	N/A								
Neutral	N/A								
Hostile	N/A								
Assumed Friend	N/A								
Suspect	N/A								



Frame Shapes (Continued)

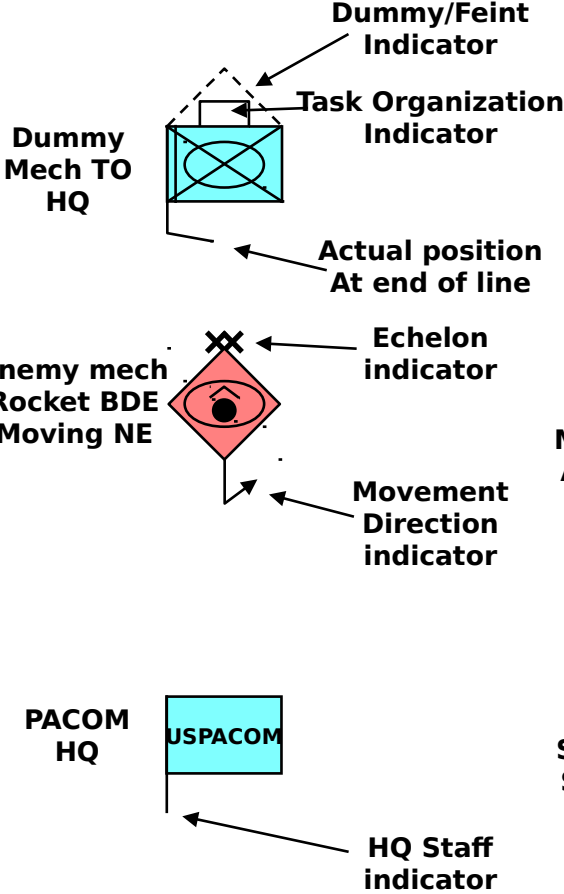
Battle Dimension	Unknown	Above Surface		Surface				Sub surface	SOF
		Space	Air	Ground			Sea Surface		
				Units	Equipment	Installation			
Affiliation									
Joker	N/A								
Faker	N/A	Present & Planned Status for Tactical Symbols							
Battle Dimension		Air/Space			Surface			Subsurface	

Status		Land		Sea Surface	
		Units	Equipment		
Present Position For Framed Icons					
Anticipated, planned, on order or suspected positions					
Anticipated, planned, on order or suspected					

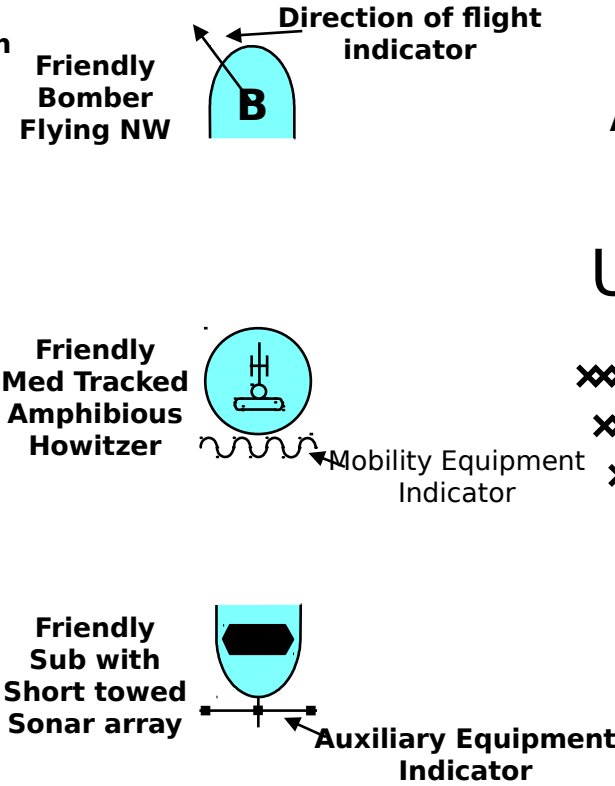


Graphic Modifiers for Tactical Symbol Modifiers

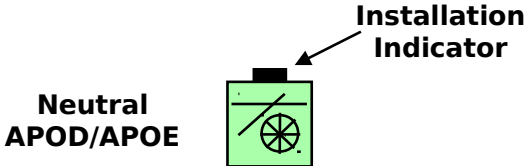
UNITS



EQUIPMENT



INSTALLATIONS



Unit Echelon Indicators

	Region	Task Organized
XXXXXX	Army Group	
XXXXX	Army	XXXXX
XXXX	Corps	XXXX
XXX	Division/Wing	XXX
XX	Brigade	XX
X	Regiment/Group	X
III	BN/Squadron	III
II	Co/Battery/Troop	II
I	Platoon or Detachment	I
●●●	Section	●●●
●●	Squad	●●
●	Team / Crew	●
■	Installation	



Equipment Mobility

Indicators

Wheeled Limited Cross Country						
X country veh						
Towed trailer						
Railway						
Half track						
Over-snow (Prime Mover)						
Sled (towed)						
Horse, Camel Pack-Animal Equipped						
Barge						
Amphibious						



Auxiliary Equipment Indicators

Mobility
Symbol

Un-Framed

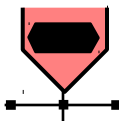
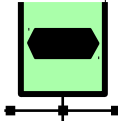
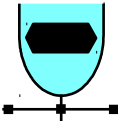
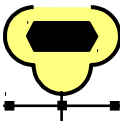
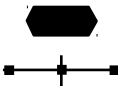
Unknown

Friend

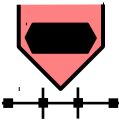
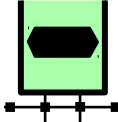
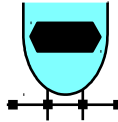
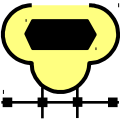
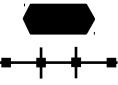
Neutral

Hostile

Towed Sonar Array (Short)



Towed Sonar Array (Long)








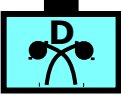


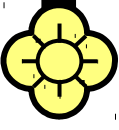
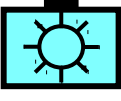
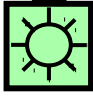










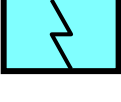

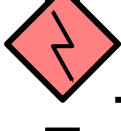








Ground Structures and Installations

Description	Unknown (5 pages)	Friendly	Neutral	Hostile
Installation				
Raw Material Production/Storage				
Mine				
Petroleum/Gas/Oil Production / Stowage				
NBC Production / Stowage				
NBC Biological Production / Stowage				
NBC Chemical Production / Stowage				
NBC Nuclear Production / Stowage				



Ground Structures and Installations





















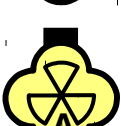



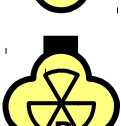


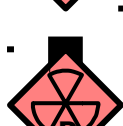
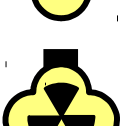


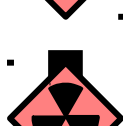
Continued

Description	Unknown	Friendly	Neutral	Hostile
Processing Facility				
Decontamination Facility				
Equipment Manufacture				
Utility Service / Research Facility				
Technological Research Facility				
Telecommunications Facility				
Electric Power Plant				
Nuclear Power Plant				



Ground Structures and Installations






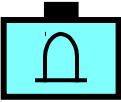

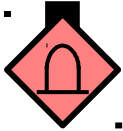





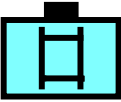

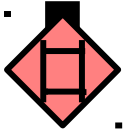
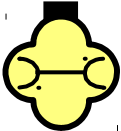
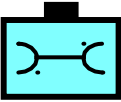

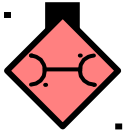
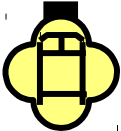
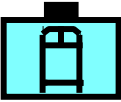


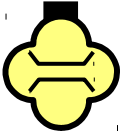




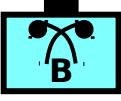



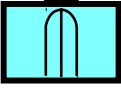
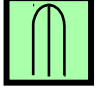

Continued

Description	Unknown	Friendly	Neutral	Hostile
Nuclear Power Plant on Barge				
Hydroelectric Power Plant / Dam				
Fossil Fuel Power Plant				
Public Water Utility				
Nuclear Material Facility				
Atomic Energy Reactor				
Nuclear Material Production Facility				
Nuclear Weapons Grade Production Facility				




















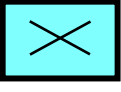



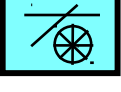

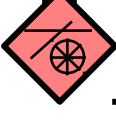





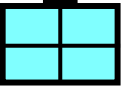

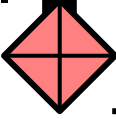

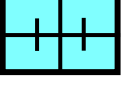


Ground Structures and Installations

Continued

Description	Unknown	Friendly	Neutral	Hostile
Nuclear Material Storage Facility				
Ammunition Plant				
Aircraft Assembly Plant				
Armament Production				
Military Vehicle Production				
Engineering Equipment Production				
Bridge Production				
Bio Warfare Production				
Missile and Space System Production				



Ground Structures and Installations (continued)

Description	Unknown	Friendly	Neutral	Hostile
Government Leadership				
Navy Shipyard				
Naval Base				
Sea Port / Harbor				
Military Base / Facility				
Airport / Airbase				
Transportation Facility				
Medical facility				
Hospital				

















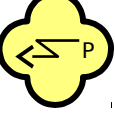
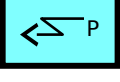



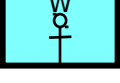



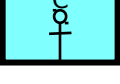

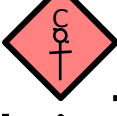














pages)
friendly)


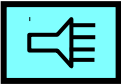



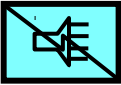


























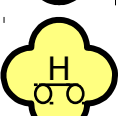
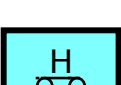






Violent Activities Causing Death	Unknown	Friendly	Neutral	Hostile
Fire				
Assassination				
Bombing				
Booby Trap				
Drive-By Shooting				
Rocket Fire*				
Mortar Fire*				
Indirect Fire*				
Sniping				
Poisoning				

*Items added from FM 101-5



MIL-STD-2525B *Items added from FM 101-5				
Military Operations Other Than War (continued)				
Violent Activities Causing Death	Unknown	Friendly	Neutral	Hostile
Artillery Fire				
Locations (see speaker notes)				
Black List				
Gray List				
White List				
Operations				
Patrolling				
Willing Recruitment				
Coerced Recruitment				
Demonstration				
Mine Laying In Progress*				
Mine Field				
*Items added from FM 101-5				

Military Operations Other Than War

Operations (Cont)	Unknown	Friendly	Neutral	Hostile
Psychological Operations				
PSYOPS TV or Radio				
Written PSYOPS				
House to House PSYOPS				
Foraging / Searching				
Spy				
Food Distribution				
Extortion				
Vehicle Highjacking				
Airplane Highjacking				



Military Operations Other Than War

Operations (Cont)

Ship or Boat High jacking

Kidnapping

Arrest

Drug Operation

Items

Refugees

Safe House

Graffiti

Vandalism / Rape / Plunder
Ransack / Loot / Sack / etc

Known Insurgent Vehicle

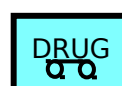
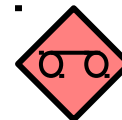
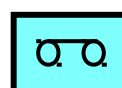
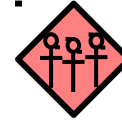
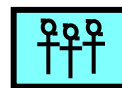
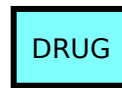
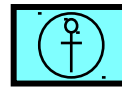
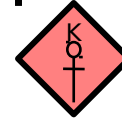
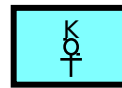
Drug Vehicle

Unknown

Friendly

Neutral

Hostile



Military Operations Other Than War (continued)

Items (cont)

Internal Security Forces

Unknown



Friendly



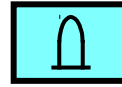
Neutral



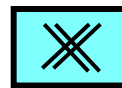
Hostile



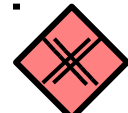
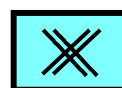
Ammo Cache



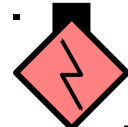
Roadblock*



Roadblock*
Under construction



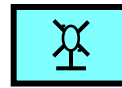
Radio / Signal Station*



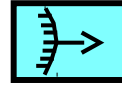
Supply Cache*



Helicopter*



Ambush*



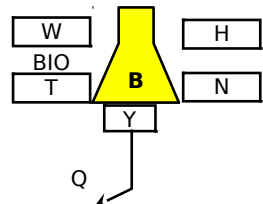
EW Intercept*



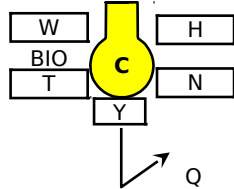
Labeling for Points, Lines, Areas, Boundaries, NBC

Events

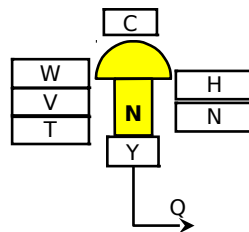
MIL-STD-2525B



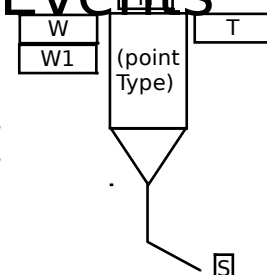
BIO Events



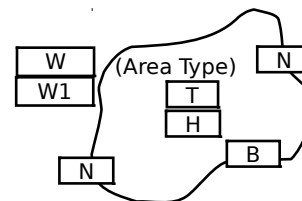
Chemical Events



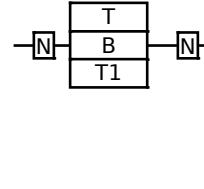
Nuclear Strike



Points



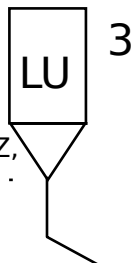
Areas



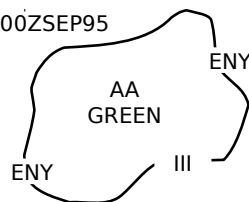
Boundaries

10095900ZJAN92

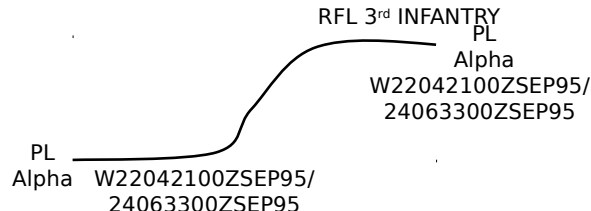
Link up point 3
Effective 0959Z,
10 Oct 1992



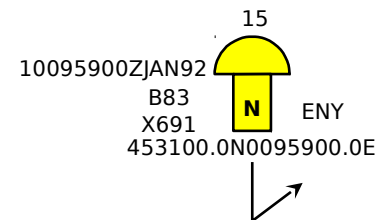
22042100ZSEPT95
24063300ZSEP95



Enemy Regimental
Assembly Area Green
effective 0421Z 22 Sept 95
To 0633Z 24 Sept 95



Lines



Nuclear Strike

Field	Field Title	Description
A	Symbol	Frame shape, fill and icon showing the basic function of units, installations, or equipment with modifiers A1, A2, A3
B	Echelon	ID's command level
C	Quantity	Kiloton yield for a a nuclear blast
H	Additional Information	Free Text
N	Enemy (Hostile)	Indicated by letters "ENY"
Q	Direction of Movement Arrow	Direction symbol is moving or will move. NBC: downwind direction
S	Offset location indicator	Used when placing a symbol away from actual location
T	Unique Designation	Alphanumeric title that ID's a particular symbol, track number, Nuclear:friendly delivery unit etc
V	Type of Equipment	Identifies unique designation
W	Date-Time Group	Date/time (DDHHMMSSZMONYY) or "o/o" for on order
Y	Location	Lat and Long or Grid Coord



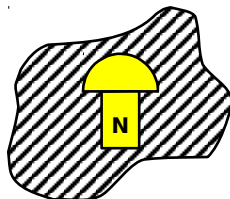
NBC Symbols



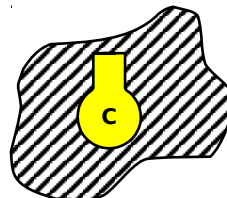
Fall out producing
blast



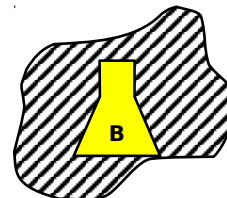
Contaminated Area



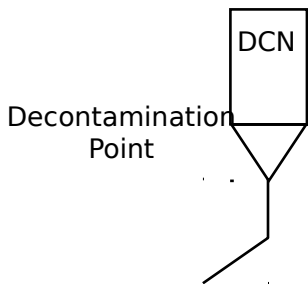
Radioactive
Contaminated Area



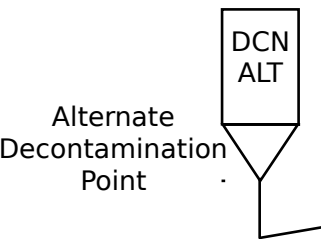
Chemical
Contaminated Area



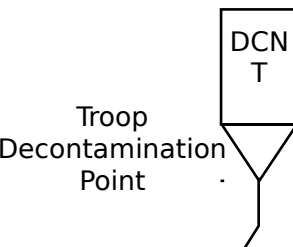
Biological
Contaminated Area



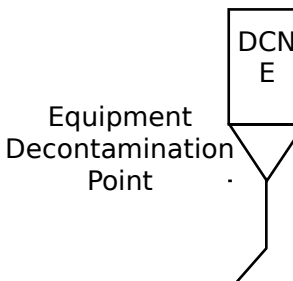
Decontamination
Point



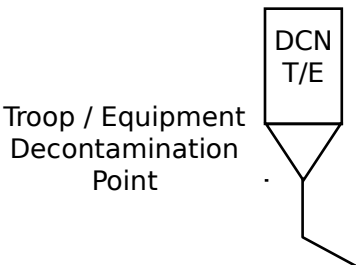
Alternate
Decontamination
Point



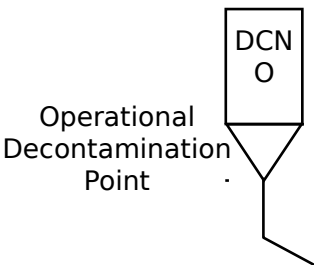
Troop
Decontamination
Point



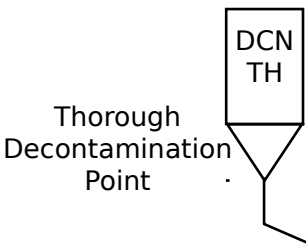
Equipment
Decontamination
Point



Troop / Equipment
Decontamination
Point



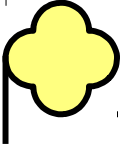
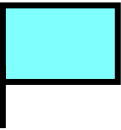
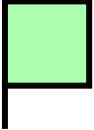
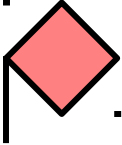



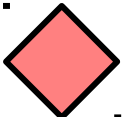





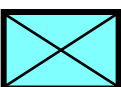

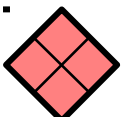

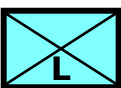



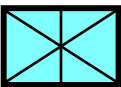






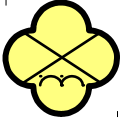
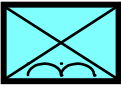


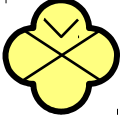
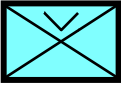


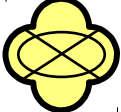
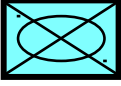


Operational
Decontamination
Point



Thorough
Decontamination
Point





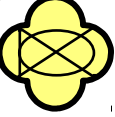
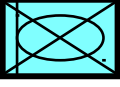


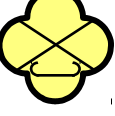
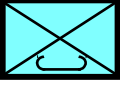

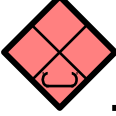
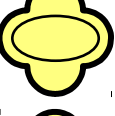
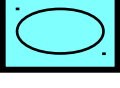

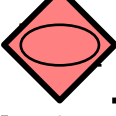
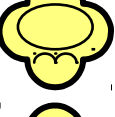


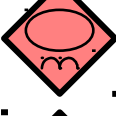
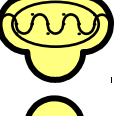


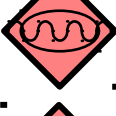
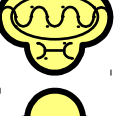


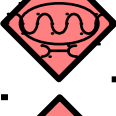
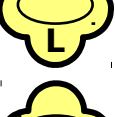
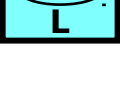

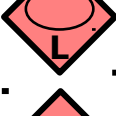
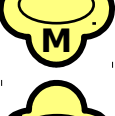
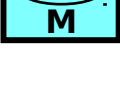

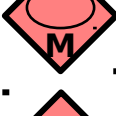

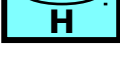


HQ / Ground Units - Infantry (2

Slides)

Units	Unknown	Friendly	Neutral	Hostile
Headquarters				
Ground Unit				
Ground Combat				
Infantry				
Light Infantry				
Motorized Infantry				
Mountain Infantry				
Airborne Infantry				
Air Assault Infantry				
Mech Infantry				


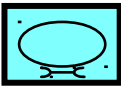



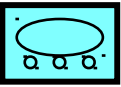



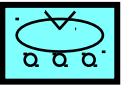


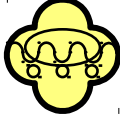
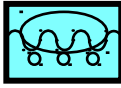







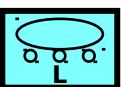



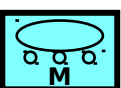












Ground Units - Infantry / Armor (2 slides)

Units	Unknown	Friendly	Neutral	Hostile
Naval Infantry				
Infantry Fighting Vehicle				
Artic Infantry				
Armour / Tracked				
Airborne Tracked				
Amphibious Tracked				
Amphibious Tracked Recovery				
Light Armor				
Armor Medium				
Armor Heavy				


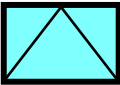



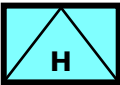



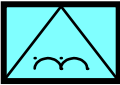



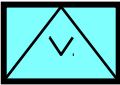






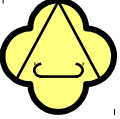
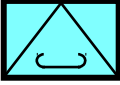

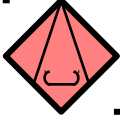
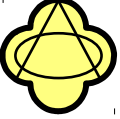
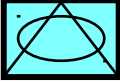



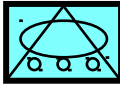


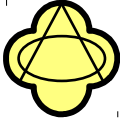
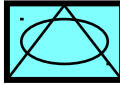




Ground Units -Armor (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Armor Recovery Vehicle				
Wheeled Armor				
Wheeled Air Assault Armor				
Wheeled Armor Amphibious				
Wheeled Armor Amphibious Recovery				
Wheeled Armor Light				
Wheeled Armor Medium				
Wheeled Armor Heavy				
Wheeled Armor Recovery				



Ground Units - Anti-Armor (2 Slides)

Units	Unknown	Friendly	Neutral	Hostile
Anti-Armor				
Anti-Armor Light				
Anti-Armor Airborne				
Anti-Armor Air Assault				
Anti-Armor Mountain				
Anti-Armor Artic				
Anti-Armor Armored				
Anti-Armor Armored Wheeled				
Anti-Armor Armored Air Assault				

Ground Units - Anti-Armor (Cont) / Recon (2 slides)

Units

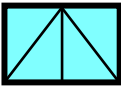
Unknown

Friendly

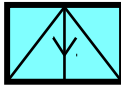
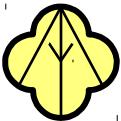
Neutral

Hostile

Anti-Armor Motorized

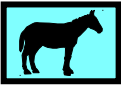


Anti-Armor Motorized Air Assault



Reconnaissance

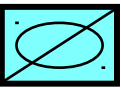
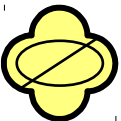
Recon Horse Mounted



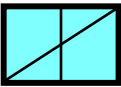
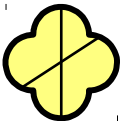
Recon Cavalry



Recon Cavalry Armored



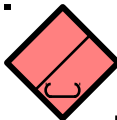
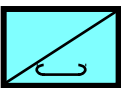
Recon Cavalry Motorized




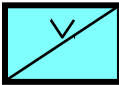

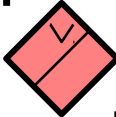

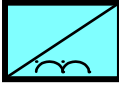



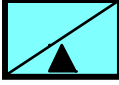



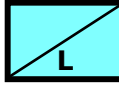



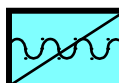



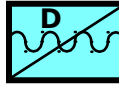



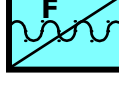


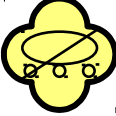
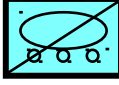



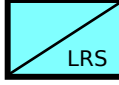


Recon Air Calvary



Recon Artic
























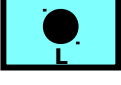





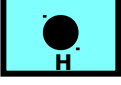




Ground Units - Recon (Cont.)

Units	Unknown	Friendly	Neutral	Hostile
Recon Air Assault				
Recon Airborne				
Recon Mountain				
Recon Light				
Recon Marine				
Recon Marine Division				
Recon Marine Force				
Recon Light Armored (LAR)				
Recon Long Range Surveillance				




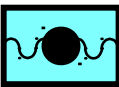















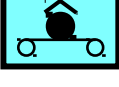


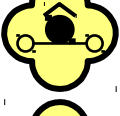
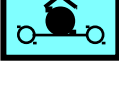






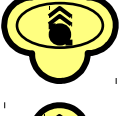


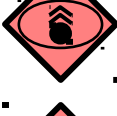
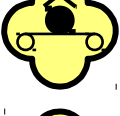







Ground Units - Artillery (4 slides)

Units	Unknown	Friendly	Neutral	Hostile
Artillery				
Self-Propelled Artillery				
Air Assault Artillery				
Airborne Artillery				
Artic Artillery				
Mountain Artillery				
Light Artillery				
Medium Artillery				
Heavy Artillery				



Ground Units - Artillery


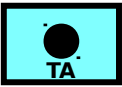







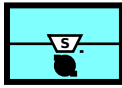






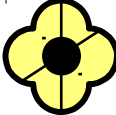
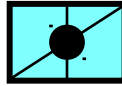

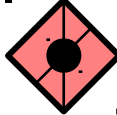

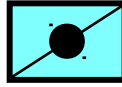

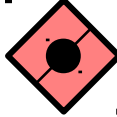
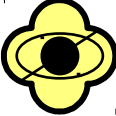
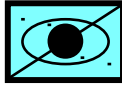







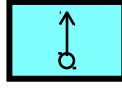

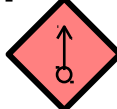
(Cont.)

Units	Unknown	Friendly	Neutral	Hostile
Amphibious				
Rocket				
Single Rocket Launcher				
Single Rocket launcher Self-Propelled				
Single Rocket launcher Truck				
Single Rocket launcher Towed				
Multiple Rocket Launcher				
Multiple Rocket Launcher Self Propelled				
Multiple Rocket Launcher Truck				
Multiple Rocket Launcher Towed				



Ground Units - Artillery


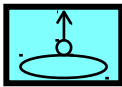


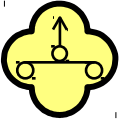
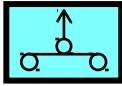

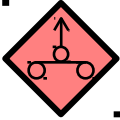
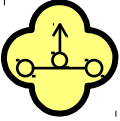
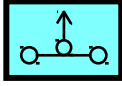

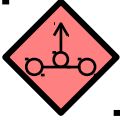
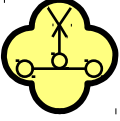
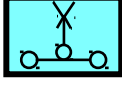


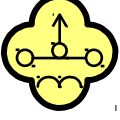
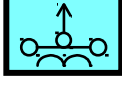


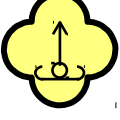
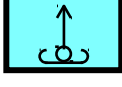

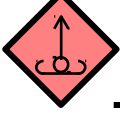
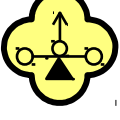
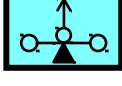

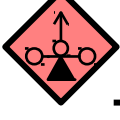
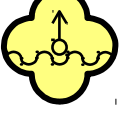
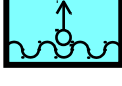

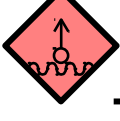




(Cont.)

Units	Unknown	Friendly	Neutral	Hostile
Artillery Target Acquisition				
Artillery Target Acquisition Radar				
Artillery Sound Ranging				
Artillery Flash Ranging				
Artillery Target Acquisition COLT/FIST				
Artillery Target Acquisition COLT/FIST Dismounted				
Artillery Target Acquisition COLT/FIST Tracked				
ANGLICO				
Mortar				



Ground Units - Artillery

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Mortar SP Tracked				
Mortar SP Wheeled				
Mortar Towed				
Mortar Towed Air Assault				
Mortar Towed Airborne				
Mortar Towed Artic				
Mortar Towed Mountain				
Mortar Amphibious				
Artillery Survey				



Ground Units -

Rockets

Unknown

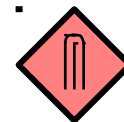
Friendly

Neutral

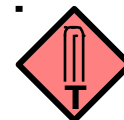
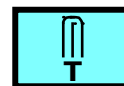
Hostile

Units

Surface to Surface Missile



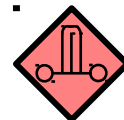
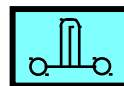
SSM Tactical



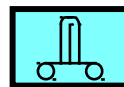
SSM Strategic



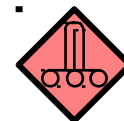
SSM Towed*



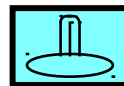
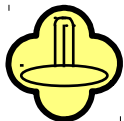
SSM SP Wheeled*











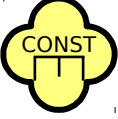
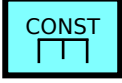






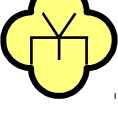
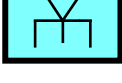



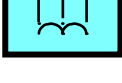





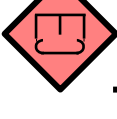

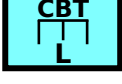


SSM SP Wheeled X-Country*



SSM SP Tracked*


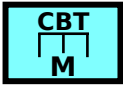






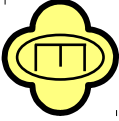
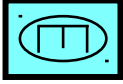



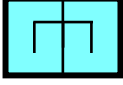

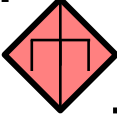





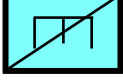




Ground Units - Engineers (2 Slides)

Units	Unknown	Friendly	Neutral	Hostile
Engineer				
Combat Engineer				
Construction Engineers				
Naval Construction (Seabees)				
Air Assault Engineers				
Airborne Engineers				
Artic Engineers				
Sappers, Light Engineers				



































Ground Units - Engineers (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Combat Engineers Medium				
Combat Engineers Heavy				
Mechanized Engineers				
Motorized Engineers				
Mountain Engineers				
Combat Recon Engineers				

Ground Units - Aviation (3 Slides)

Units
These Symbols represent
Aviation Units on the ground

	Unknown	Friendly	Neutral	Hostile
Aviation				
Fixed Wing				
Fixed Wing Utility				
Fixed Wing Attack				
Fixed Wing Recon				
Rotary Wing				
Rotary Wing Attack				
Rotary Wing Scout				



Ground Units - Aviation (Cont)

Units

These Symbols represent
Aviation Units on the ground

Unknown Friendly Neutral Hostile

Rotary Wing ASW Patrol



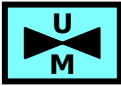
Rotary Wing Utility



Rotary Wing Light Utility



Rotary Wing Medium Utility



Rotary Wing Heavy Utility



Rotary Wing C2



Rotary Wing Medivac



Rotary Wing Mine Counter Measure



Ground Units - Aviation (Cont)

Units

These Symbols represent
Aviation Units on the ground

Aviation Search and Rescue

Unknown

Friendly

Neutral

Hostile



Aviation Composite



VSTOL



Unmanned Aerial Vehicle



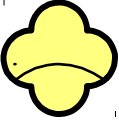
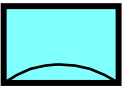

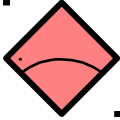




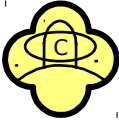
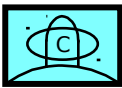

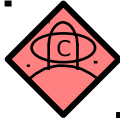
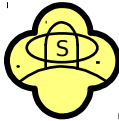


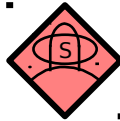
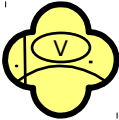
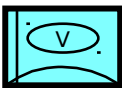



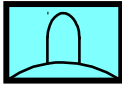


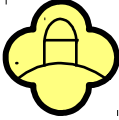
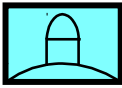

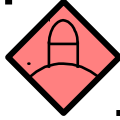




Unmanned Aerial Vehicle
Fixed Wing



Unmanned Aerial Vehicle
Rotary Wing








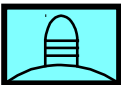







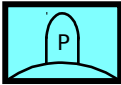



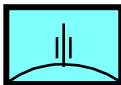



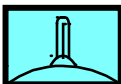










Air Defense Units (2 pages)

Units	Unknown	Friendly	Neutral	Hostile
Air Defense				
Air Defense Short Range				
Chaparral				
Stinger				
Vulcan				
Air Defense Missile				
Air Defense Missile Light				
Avenger AD Missile Motorized				



































Air Defense Units

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
AD Missile Medium				
AD Missile Heavy				
Air Defense Missile H/MAD				
Patriot				
Air Defense Gun Unit				
Air Defense Composite				
Theater Missile Defense				
Air Defense Targeting Unit				



Special Operations Forces (pages)

































Units	Unknown	Friendly	Neutral	Hostile
SOF				
SOF Aviation				
SOF Fixed Wing				
SOF Fixed Wing Attack				
SOF Fixed Wing Refuel				
SOF Fixed Wing Utility				
SOF Fixed Wing Utility Light				
SOF Fixed Wing Utility Medium				

Special Operations Forces (Cont)

Units	Unknown	Friendly	Neutral	Hostile
SOF Fixed Wing Utility Heavy				
SOF Aviation V/STOL				
SOF Rotary Wing				
SOF Rotary Wing CSAR				
SOF Rotary Wing Attack				
SOF Rotary Wing Utility				
SOF Rotary Wing Utility Light				
Rotary Wing Utility Medium				






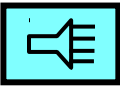
















Special Operations Forces (Cont)

Units	Unknown	Friendly	Neutral	Hostile
SOF Rotary Wing Utility Heavy				
SOF Naval				
SOF Naval Seal				
SOF Naval Underwater Demolition Team				
SOF Naval Special Boat Unit				
SOF Naval Special SSNR or SSGN				
SOF Ground				
SOF Ground Special Forces				



Special Operations Forces (Cont)

Units	Unknown	Friendly	Neutral	Hostile
SOF Ranger				
SOF PSYOP				
SOF PSYOP Fixed Wing				
SOF Civil Affairs				
SOF Support				

Internal Security

Units	Forces			
	Unknown	Friendly	Neutral	Hostile
Headquarters				
Ground Unit				
Riverine				
Dismounted				
Motorized				
Mechanized				
Wheeled Mechanized				
Railroad				
Aviation				



Units

Combat Support

Information Warfare Unit

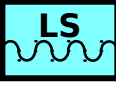
Landing Support

EOD

Unknown



Combat Support
Friendly
















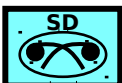


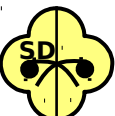
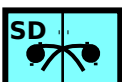











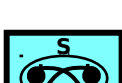


Neutral



Hostile



Combat Support NBC (2 Slides)

Units	Unknown	Friendly	Neutral	Hostile
COMBAT SUPPORT - NBC				
Chemical				
Smoke / Decon				
Smoke / Decon Mechanized				
Smoke / Decon Motorized				
Smoke				
Smoke Motorized				
Smoke Armor				



NBC
(CONT)

Units	Unknown	Friendly	Neutral	Hostile
Chemical Recon				
Chemical Recon Wheeled Armored				
Chemical Recon Wheeled Armored Surveillance				
Nuclear				
Biological				
Biological Recon				
NBC Decontamination				



Military Intelligence (3 slides)










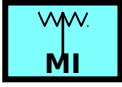






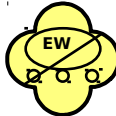
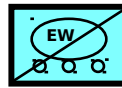














Unknown

Friendly

Neutral

































Hostile

Units

Military Intelligence				
Aerial Exploitation				
Signals Intelligence				
Electronic Warfare				
EW Armored Wheeled Vehicle				
EW Direction Finding				
EW Intercept				
EW Jamming				























Military Intelligence (Cont)














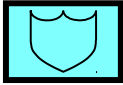










Units		Unknown	Friendly	Neutral	Hostile
EW Theater					
EW Corps					
Counter Intelligence					
MI Surveillance					
MI Ground Surveillance Radar					
Sensor					
SCM Sensor					
Ground Station Module					



Military Intelligence (Cont)


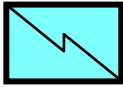



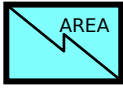



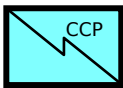



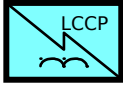



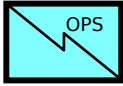



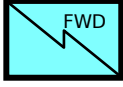



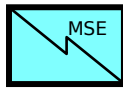



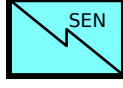

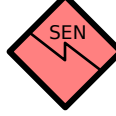

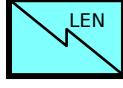


Units		Unknown	Friendly	Neutral	Hostile
	Meterology				
	Operations				
	Tactical Exploitation				
	Interrogation				
	Joint Intelligence Center				

Law Enforcement

Units	Status			
	Unknown	Friendly	Neutral	Hostile
Law Enforcement Unit				
Shore Patrol				
Military Police				
Civilian Law Enforcement				
Security Police (Air)				
Central Intelligence Division (CID)				

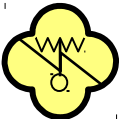
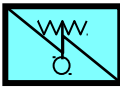



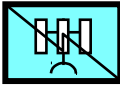


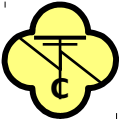
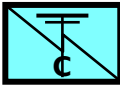



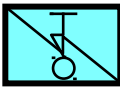



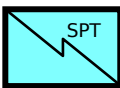



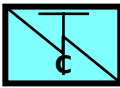






Combat Support - Signal Units (2

Pages)

Units	Unknown	Friendly	Neutral	Hostile
Signal Unit				
Signal Unit Area				
Signal Unit, Communication Configured Package				
Large Communication Configure Package				
Command Operations				
Forward Communications				
Multiple Subscriber Unit				
Multiple Subscriber Element Small Extension Node				
Multiple Subscriber Element Large Extension Node				






















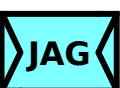







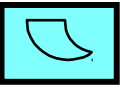







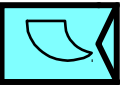




Signal Units (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Radio Unit				
Tactical Satellite Radio Unit				
Teletype Center				
Radio Relay				
Signal Support				
Telephone Switch				
Electronic Ranging				


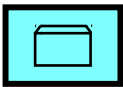






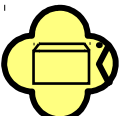
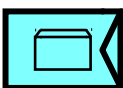






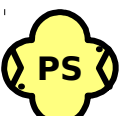




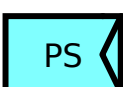



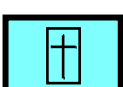


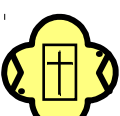
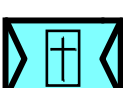








Combat Service Support (17 Pages)

Units	Unknown	Friendly	Neutral	Hostile
Combat Service Support				
Administrative Unit				
Theater Administrative Unit				
Corps Administrative Unit				
Judge Advocate General				
Theater Judge Advocate General				
Corps Judge Advocate General				
Postal				
Theater Postal				
Corps Postal				



CSS Admin (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Finance				
Theater Finance				
Corps Finance				
Personnel Services				
Theater Personnel Services				
Corps Personnel Services				
Mortuary / Graves Registration				
Theater Mortuary / Graves Registration				
Corps Mortuary / Graves Registration				


























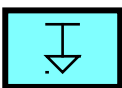

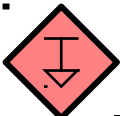
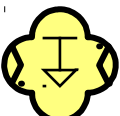
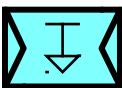



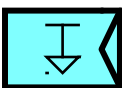




CSS Admin (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Religious / Chaplain				
Theater Religious / Chaplain				
Corps Religious / Chaplain				
Public Affairs				
Theater Public Affairs				
Corps Public Affairs				
Public Affairs Broadcast				
Theater Public Affairs Broadcast				
Corps Public Affairs Broadcast				













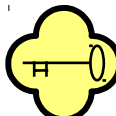
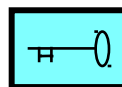

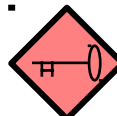
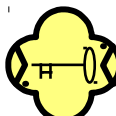
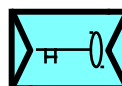

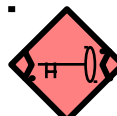
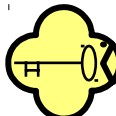
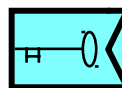

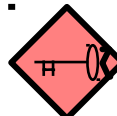



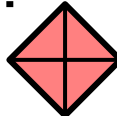

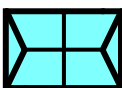

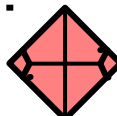

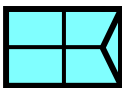

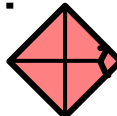


CSS Admin (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Joint Information Bureau				
Theater Joint Information Bureau				
Corps Joint Information Bureau				
Replacement Holding Unit				
Theater Replacement Holding Unit				
Corps Replacement Holding Unit				
Labor Unit				
Theater Labor Unit				
Corps Labor Unit				


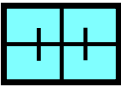



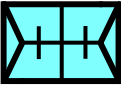



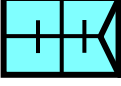



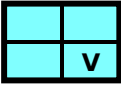



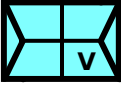



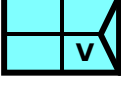



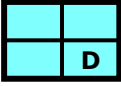



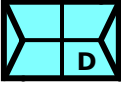








CSS Admin - Medical

Units	Unknown	Friendly	Neutral	Hostile
Morale, Welfare and Recreation				
Theater Morale, Welfare and Recreation				
Corps Morale, Welfare and Recreation				
Quartermaster (Supply)				
Theater Quartermaster (Supply)				
Corps Quartermaster (Supply)				
Medical				
Theater Medical				
Corps Medical				


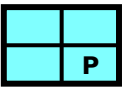



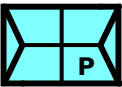



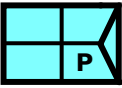





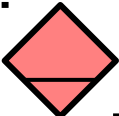









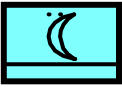












CSS Medical (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Medical Treatment Facility				
Theater Medical Treatment Facility				
Corps Medical Treatment Facility				
Veterinary				
Theater Veterinary				
Corps Veterinary				
Dental				
Theater Dental				
Corps Dental				

CSS Medical -

Supply


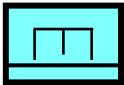



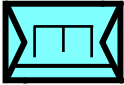


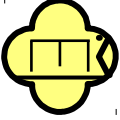
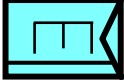






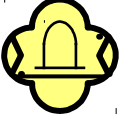








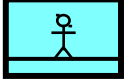


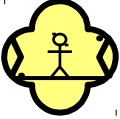
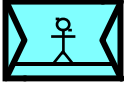



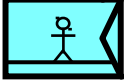


Units	Unknown	Friendly	Neutral	Hostile
Psychological				
Theater Psychological				
Corps Psychological				
Supply				
Theater Supply				
Corps Supply				
Supply Class I				
Theater Supply Class I				
Corps Supply Class I				

CSS Supply (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Supply Class II				
Theater Supply Class II				
Corps Supply Class II				
Supply Class III				
Theater Supply Class III				
Corps Supply Class III				
Supply Class III Aviation				
Theater Supply Class III Aviation				
Corps Supply Class III Aviation				

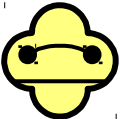
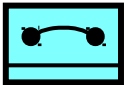

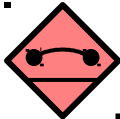
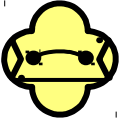
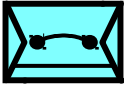



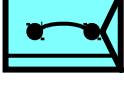





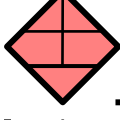
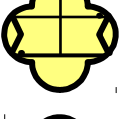


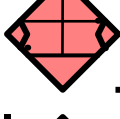
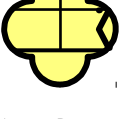


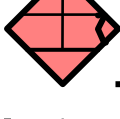
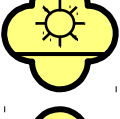
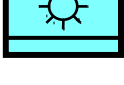

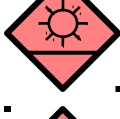
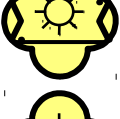


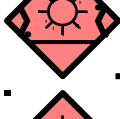

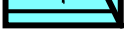




CSS Supply (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Supply Class IV				
Theater Supply Class IV				
Corps Supply Class IV				
Supply Class V				
Theater Supply Class V				
Corps Supply Class V				
Supply Class VI				
Theater Supply Class VI				
Corps Supply Class VI				














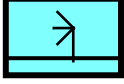

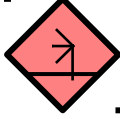
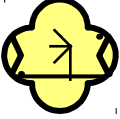
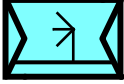



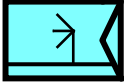

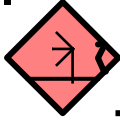

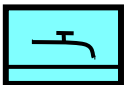


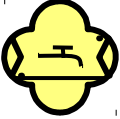
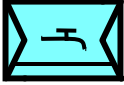



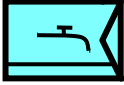




CSS Supply (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Supply Class VII				
Theater Supply Class VII				
Corps Supply Class VII				
Supply Class VIII				
Theater Supply Class VIII				
Corps Supply Class VIII				
Supply Class IX				
Theater Supply Class IX				
Corps Supply Class IX				



CSS Supply (CONT)

Units	Unknown	Friendly	Neutral	Hostile
Supply Class X				
Theater Supply Class X				
Corps Supply Class X				
Laundry / Bath				
Theater Laundry / Bath				
Corps Laundry / Bath				
Water				
Theater Water				
Corps Water				


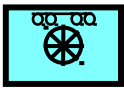























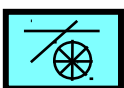


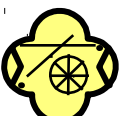
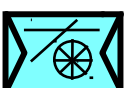



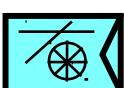




CSS Supply / Transportation

Units	Unknown	Friendly	Neutral	Hostile
Water Purification				
Theater Water Purification				
Corps Water Purification				
Transportation				
Theater Transportation				
Corps Transportation				
Movement Control Center				
Theater Movement Control Center				
Corps Movement Control Center				















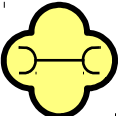
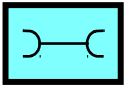


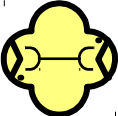
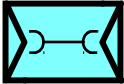

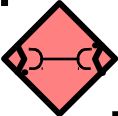
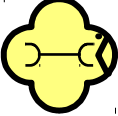
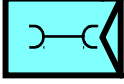

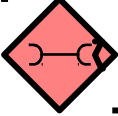

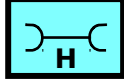



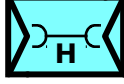



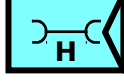


CSS Transportation (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Railhead				
Theater Railhead				
Corps Railhead				
SPOD / SPOE				
Theater SPOD / SPOE				
Corps SPOD / SPOE				
APOD / APOE				
Theater APOD / APOE				
Corps APOD / APOE				



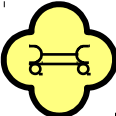
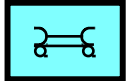

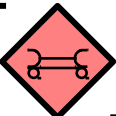
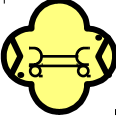
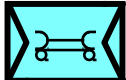


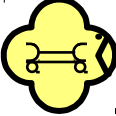
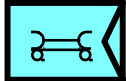



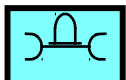



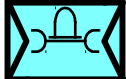



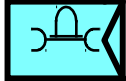


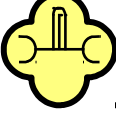











CSS Transportation /

Maintenance


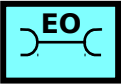



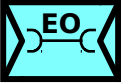



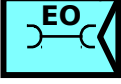


Units	Unknown	Friendly	Neutral	Hostile
Missile Transportation				
Theater Missile Transportation				
Corps Missile Transportation				
Maintenance				
Theater Maintenance				
Corps Maintenance				
Heavy Maintenance				
Theater Heavy Maintenance				
Corps Heavy Maintenance				




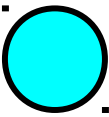

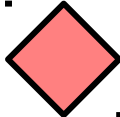

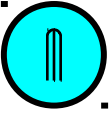














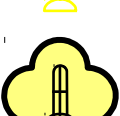
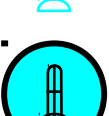

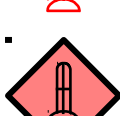




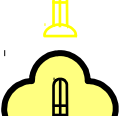
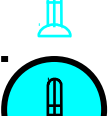

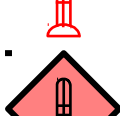




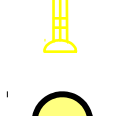
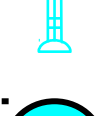

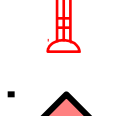




CSS Maintenance (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Maintenance Recovery				
Theater Maintenance Recovery				
Corps Missile Transportation				
Ordinance Maintenance				
Theater Ordinance Maintenance				
Corps Ordinance Maintenance				
Missile Maintenance				
Theater Missile Maintenance				
Corps Missile Maintenance				

CSS Maintenance (Cont)

































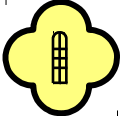


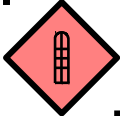




Units	Unknown	Friendly	Neutral	Hostile
Electro-Optical Maintenance				
Theater Electro-Optical Maintenance				
Corps Electro-Optical Maintenance				

Ground Equipment / Weapons Systems (25 Slides)

Units	Unknown	Friendly	Neutral	Hostile
Ground Equipment				
Missile Launcher				
Missile Launcher				
AD Missile Launcher				
AD Missile Launcher				
Short Range AD Missile Launcher				
Short Range AD Missile Launcher				
Medium Range AD Missile Launcher				
Medium Range AD Missile Launcher				
Long Range AD Missile				
Long Range AD Missile				




























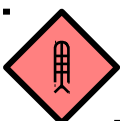






Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Theater AD Missile				
Theater AD Missile				
Surf to Surf Missile Launcher				
Surf to Surf Missile Launcher				
Short Range Surf to Surf Missile Launcher				
Short Range Surf to Surf Missile Launcher				
Medium Range Surf to Surf Missile Launcher				
Medium Range Surf to Surf Missile Launcher				
Long Range Surf to Surf Missile Launcher				
Long Range Surf to Surf Missile Launcher				


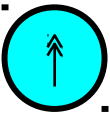
































Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
AT Missile Launcher				
AT Missile Launcher				
Light AT Missile Launcher				
Light AT Missile Launcher				
Medium AT Missile Launcher				
Medium AT Missile Launcher				
Heavy AT Missile Launcher				
Heavy AT Missile Launcher				



































Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Single Rocket Launcher				
Single Rocket Launcher				
Light Single Rocket Launcher				
Light Single Rocket Launcher				
Medium Single Rocket Launcher				
Medium Single Rocket Launcher				
Heavy Single Rocket Launcher				
Heavy Single Rocket Launcher				



































Weapons Systems (Cont)




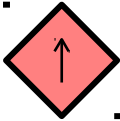




























Units	Unknown	Friendly	Neutral	Hostile
Multiple Rocket Launcher				
Multiple Rocket Launcher				
Light Multiple Rocket Launcher				
Light Multiple Rocket Launcher				
Medium Multiple Rocket Launcher				
Medium Multiple Rocket Launcher				
Heavy Multiple Rocket Launcher				
Heavy Multiple Rocket Launcher				



Weapons Systems (Cont)

































Units	Unknown	Friendly	Neutral	Hostile
Single Antitank Rocket Launcher				
Single Antitank Rocket Launcher				
Light Antitank Rocket Launcher				
Light Antitank Rocket Launcher				
Medium Antitank Rocket Launcher				
Medium Antitank Rocket Launcher				
Heavy Antitank Rocket Launcher				
Heavy Antitank Rocket Launcher				

Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Rifle / Automatic Weapon				
Rifle / Automatic Weapon				
Light Rifle / Automatic Weapon				
Light Rifle / Automatic Weapon				
Medium Rifle / Automatic Weapon				
Medium Rifle / Automatic Weapon				
Heavy Rifle / Automatic Weapon				
Heavy Rifle / Automatic Weapon				

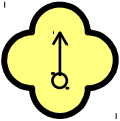
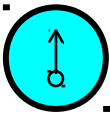

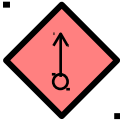




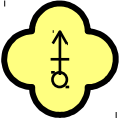

























Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Grenade Launcher				
Grenade Launcher				
Light Grenade Launcher				
Light Grenade Launcher				
Medium Grenade Launcher				
Medium Grenade Launcher				
Heavy Grenade Launcher				
Heavy Grenade Launcher				


















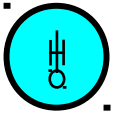






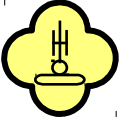









Weapons Systems (Cont)

































Units		Unknown	Friendly	Neutral	Hostile
	Mortar				
	Mortar				
	Light Mortar				
	Light Mortar				
	Medium Mortar				
	Medium Mortar				
	Heavy Mortar				
	Heavy Mortar				



Weapons Systems (Cont)




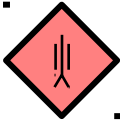




























Units		Unknown	Friendly	Neutral	Hostile
	Howitzer				
	Howitzer				
	Howitzer SP				
	Howitzer SP				
	Light Howitzer				
	Light Howitzer				
	Light Howitzer SP				
	Light Howitzer SP				

Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Medium Howitzer				
Medium Howitzer				
Medium Howitzer SP				
Medium Howitzer SP				
Heavy Howitzer				
Heavy Howitzer				
Heavy Howitzer SP				
Heavy Howitzer SP				



































Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Antitank Gun				
Antitank Gun				
Light Antitank Gun				
Light Antitank Gun				
Medium Antitank Gun				
Medium Antitank Gun				
Heavy Antitank Gun				
Heavy Antitank Gun				








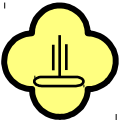
























Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Recoilless AT Gun				
Recoilless AT Gun r				
Light Recoilless AT Gun				
Light Recoilless AT Gun				
Medium Recoilless AT Gun				
Medium Recoilless AT Gun				
Heavy Recoilless AT Gun				
Heavy Recoilless AT Gun				


















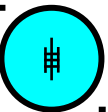
















Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Direct Fire Gun				
Direct Fire Gun				
Direct Fire Gun SP				
Direct Fire Gun SP				
Light Direct Fire Gun				
Light Direct Fire Gun				
Light Direct Fire Gun SP				
Light Direct Fire Gun SP				



































Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Medium Direct Fire Gun				
Medium Direct Fire Gun				
Medium Direct Fire Gun SP				
Medium Direct Fire Gun SP				
Heavy Direct Fire Gun				
Heavy Direct Fire Gun				
Heavy Direct Fire Gun SP				
Heavy Direct Fire Gun SP				


















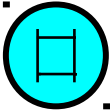

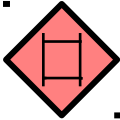














Weapons Systems (Cont)

Units		Unknown	Friendly	Neutral	Hostile
AD Gun					
AD Gun					
Light AD Gun					
Light AD Gun					
Medium AD Gun					
Medium AD Gun					
Heavy AD Gun					
Heavy AD Gun					

















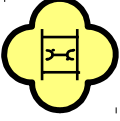
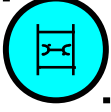






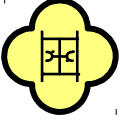
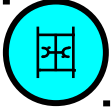








Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Ground Vehicle				
Ground Vehicle				
Armored Ground Vehicle				
Armored Ground Vehicle				
Tank				
Tank				
Light Tank				
Light Tank				



































Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Medium Tank				
Medium Tank				
Heavy Tank				
Heavy Tan k				
Tank Retriever				
Tank Retriever				
Light Tank Retriever				
Light Tank Retriever				



























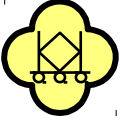







Weapons Systems (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Medium Tank Retriever				
Medium Tank Retriever				
Heavy Tank Retriever				
Heavy Tank Retriever				
Armored Personnel Carrier (APC)				
APC				
APC Retriever				
APC Retriever				












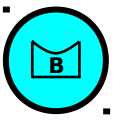






















Weapons Systems / Ground Equipment

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Armored Infantry Vehicle				
Armored Infantry Vehicle				
C2V / ACV				
C2V / ACV				
Armored Combat Service Support Vehicle				
Armored Combat Service Support Vehicle				
Light Armored Vehicle (LAV)				
LAV				

































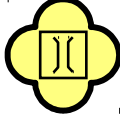
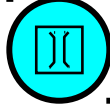








Weapons Systems / Ground Equipment (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Utility Vehicle				
Utility Vehicle				
Bus				
Bus				
Semi				
Semi				
Truck				
Truck				

Weapons Systems / Ground Equipment









































(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Cross Country Truck				
Cross Country Truck				
Amphibious Truck				
Amphibious Truck				
Engineer Vehicle				
Engineer Vehicle				
Engineer Construction Vehicle				
Engineer Construction Vehicle				
Engineer Bridge Vehicle				
Engineer Bridge Vehicle				







































Weapons Systems / Ground Equipment

(Cont)

Units	Unknown	Friendly	Neutral	Hostile
Mine Laying Vehicle				
Mine Laying Vehicle				
Armored Mine Laying Vehicle w Volcano				
Armored Mine Laying Vehicle w Volcano				
Mine Laying Truck w Volcano				
Mine Laying Truck w Volcano				
Mine Clearing Vehicle				
Mine Clearing Vehicle				
Armored Mine Clearing Vehicle				
Armored Mine Clearing Vehicle				



































Weapons Systems / Ground Equipment (Cont)

Units	Unknown	Friendly	Neutral	Hostile
Trailer Mounted Mine Clearing Vehicle				
Trailer Mounted Mine Clearing Vehicle				
Engineering Dozer				
Engineering Dozer				
Engineering Earthmover				
Engineering Earthmover				
Locomotive				
Locomotive				
Civilian Vehicle				
Civilian Vehicle	CIV	CIV	CIV	CIV



Weapons Systems / Equipment











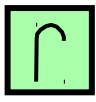
























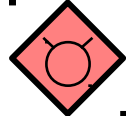




(Cont)

Units		Unknown	Friendly	Neutral	Hostile
Sensors	Sensor				
	Sensor				
	Emplaced Sensor				
	Emplaced Sensor				
Special	Radar				
	Radar				
	Laser				
	Laser				




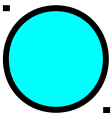

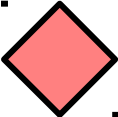




























Weapons Systems / Ground Equipment

(Cont)

Units		Unknown	Friendly	Neutral	Hostile
Special	NBC Equipment				
	NBC Equipment				
	Flame Thrower				
	Flame Thrower				
	Land Mines				
	Land Mines				
	Claymore Mine				
	Claymore Mine				
	Less Than Lethal Mine				
	Less Than Lethal Mine				



































Sea Surface Symbols (8 slides)

Sea Surface	Unknown	Friendly	Neutral	Hostile
Sea Surface				
Combatant				
Warship (Line)				
Aircraft Carrier				
Battleship				
Cruiser				
Destroyer				
Frigate / Corvette				



Sea Surface Symbols (Cont)

Sea Surface	Unknown	Friendly	Neutral	Hostile
Amphibious Warfare Ship				
Amphibious Assault Vessel				
Landing Ship				
Landing Craft				
CG Mine Warfare Vessel				
Minelayer				
Minesweeper				
Minehunter				



Sea Surface Symbols (Cont)

Sea Surface

Unknown

Friendly

Neutral

Hostile

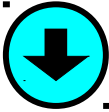
MCM Support



MCM Drone



Combatant Patrol



ASW Patrol



ASW Warfare



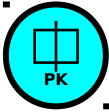
Hovercraft



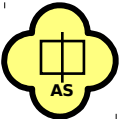
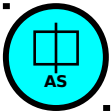

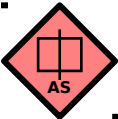




















Combatant Station




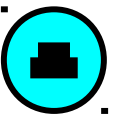







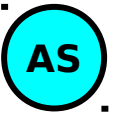



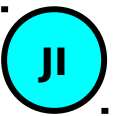















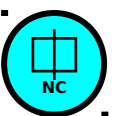


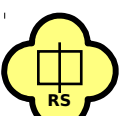
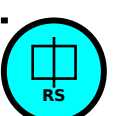

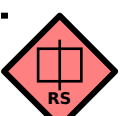
Combatant Picket Station



Sea Surface Symbols (Cont)

Sea Surface	Unknown	Friendly	Neutral	Hostile
ASW Ship Station				
Navy Group				
Navy Task Force				
Navy Task Group				
Navy Task Unit				
Convoy				

















































Sea Surface Symbols (Cont)

Sea Surface	Unknown	Friendly	Neutral	Hostile
Noncombatant				
Underway Replenishment Oiler, Stores, Ammo Troop Transport				
Tender				
AGI				
Yard Craft				
Hospital Ship				
Non Combatant Hovercraft				
Non-Combatant Station				
Non-Combatant Rescue Station				



















































Sea Surface Symbols Non

Military

Units	Unknown	Friendly	Neutral	Hostile
Merchant				
Merchant				
Merchant Cargo				
Merchant Cargo				
Merchant Roll On / Roll Off (RO/RO)				
Merchant RO/RO				
Merchant Oiler / Tanker				
Merchant Oiler / Tanker				
Merchant Tug				
Merchant Tug				
Merchant Ferry				
Merchant Ferry				




























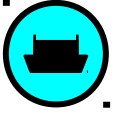














Sea Surface Symbols Non

Units	Unknown	Friendly	Neutral	Hostile
Merchant Passenger				
Passenger				
Hazardous Materials				
Hazardous Materials				
Towing Vessel				
Towing Vessel				
Merchant Fishing				
Fishing				
Fishing Drifter				
Fishing Drifter				
Fishing Dredge Nets				
Fishing Dredge Nets				























Sea Surface Symbols Non

Military

Units	Unknown	Friendly	Neutral	Hostile
Fishing Trawler				
Fishing Trawler				
Leisure Craft				
Leisure Craft				
Law Enforcement / Coast Guard				
Law Enforcement / Coast Guard				
Hovercraft				
Hovercraft				
Oil Rig				
Wreck				























Sea Sub-Surface Symbols (2 slides)

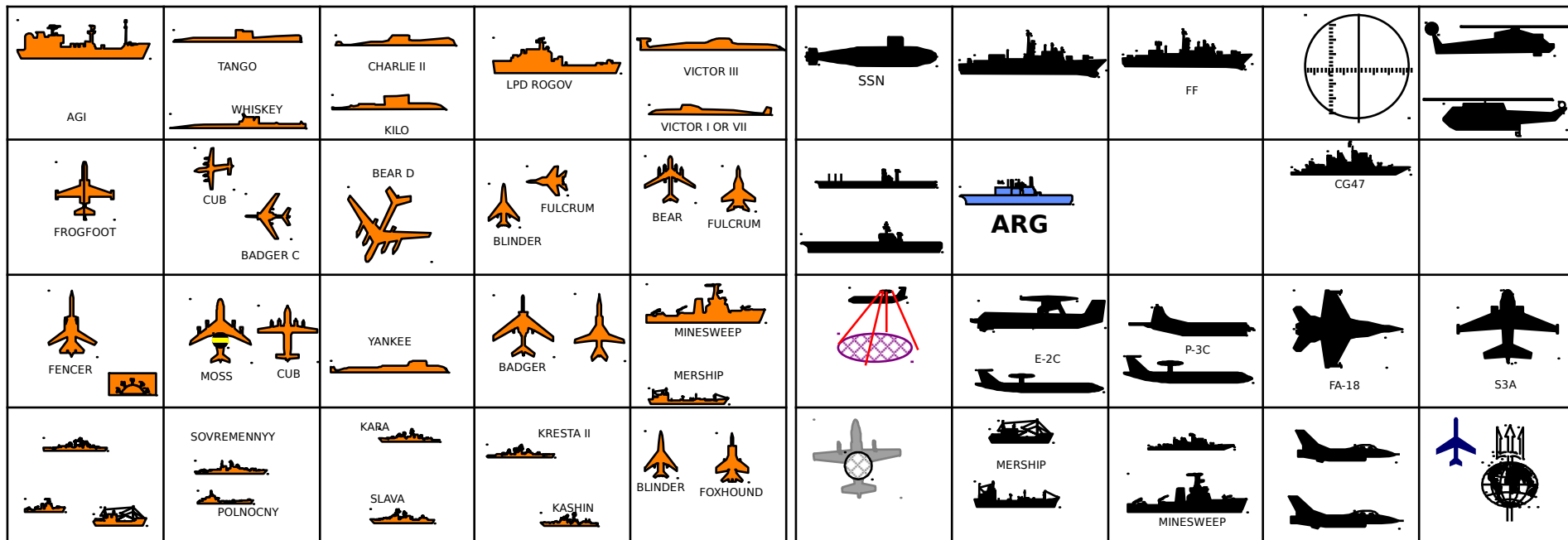
Units		Unknown	Friendly	Neutral	Hostile
Subsurface					
Submarine					
Nuclear propulsion Submarine					
Non-nuclear Propulsion Submarine					
Other Submersible (rescue, Research, Underwater Tug)					

Sea Sub-Surface Symbols

(Continued)

Units	Unknown	Friendly	Neutral	Hostile
Submarine Station				
ASW Submarine				
Underwater Weapon				
Torpedo				
Unmanned Underwater Vehicle				

Miscellaneous Graphics Collections (Several pages)



LSD



FFG



DDG



Isd



spruance

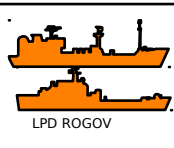

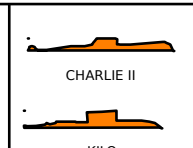
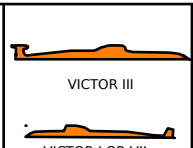

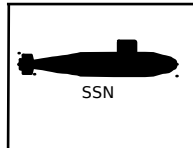


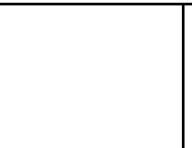
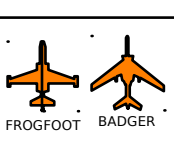

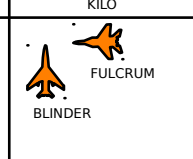

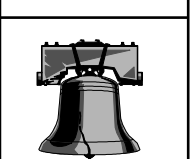
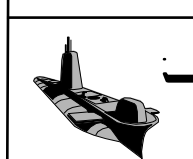
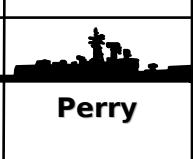
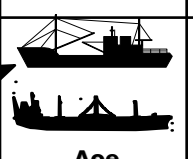
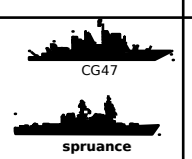
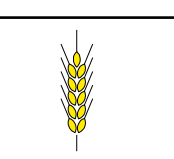
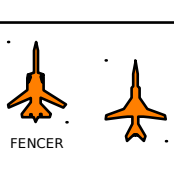
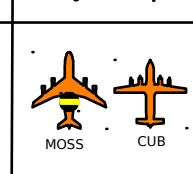
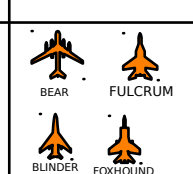
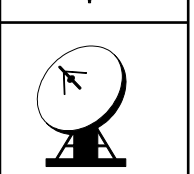
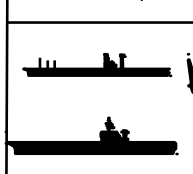
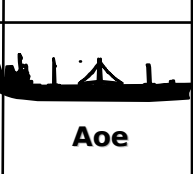
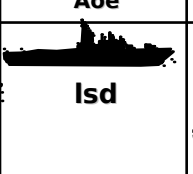
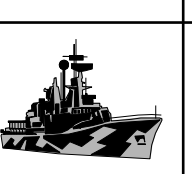
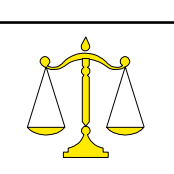
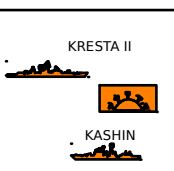
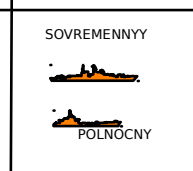
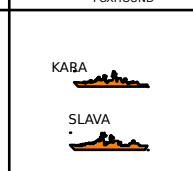
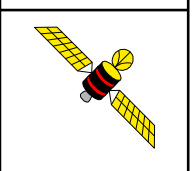
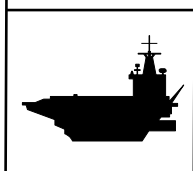
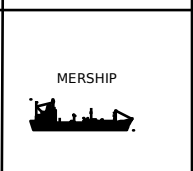

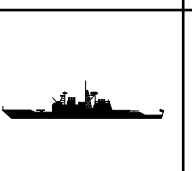


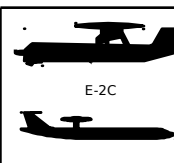
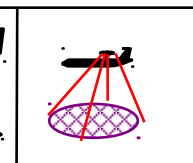
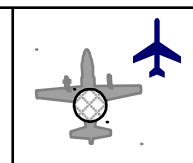
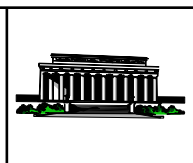
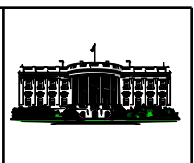
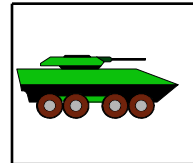
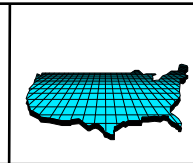
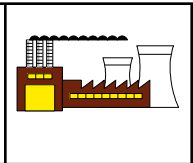

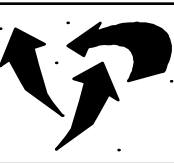
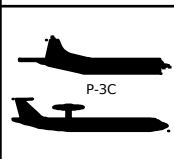
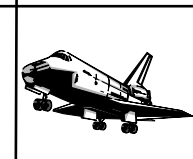
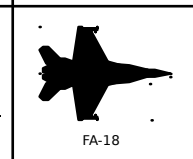
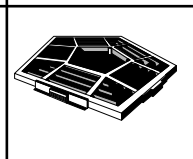

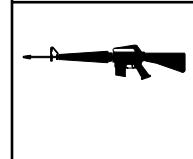
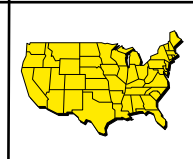
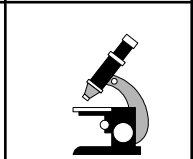
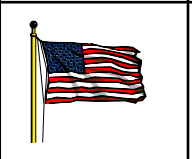

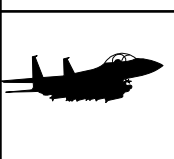
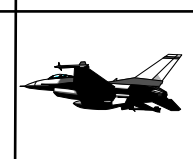
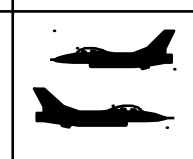

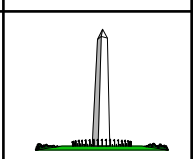


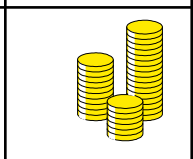
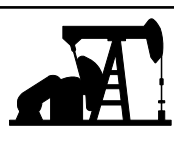

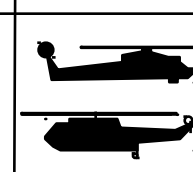
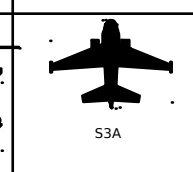

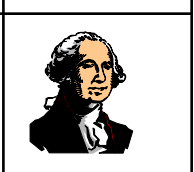
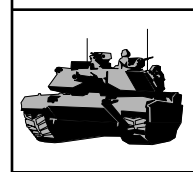
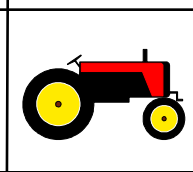
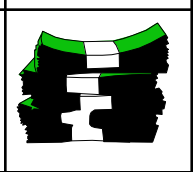
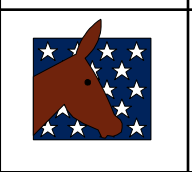
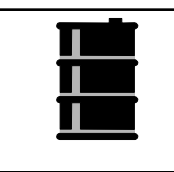
Aoe























Perry



 LPD ROGOV	 TANGO YANKEE WHISKEY	 CHARLIE II KILO	 VICTOR III VICTOR I OR VII		 SSN		 FF		
 FROGFOOT BADGER	 BEAR D	 FULCRUM BLINDER	 MINESWEEP MERSHIP			 Perry	 Aoe	 CG47 spruance	
 FENCER	 MOSS CUB	 BEAR FULCRUM BLINDER FOXHOUND				 Aoe	 Isd		
 KRESTA II KASHIN	 SOVREMENYY POLNOCHNY	 KABA SLAVA				 MERSHIP	 MINESWEEP		

 E-2C									
 P-3C		 FA-18							
									
		 S3A							

				
SSN	LA CLASS	OHIO CLASS	TRIDENT	SEAWOLF
				
LAFAYETTE	Perry	DDG 51	SPRUANCE	CG47
				
FF	CG - 51	LSD	CIMARRON AO	MINESWEEP
				
PRAIRIE AD	BATTLE SHIP	TICO	KIDD	MERSHIP






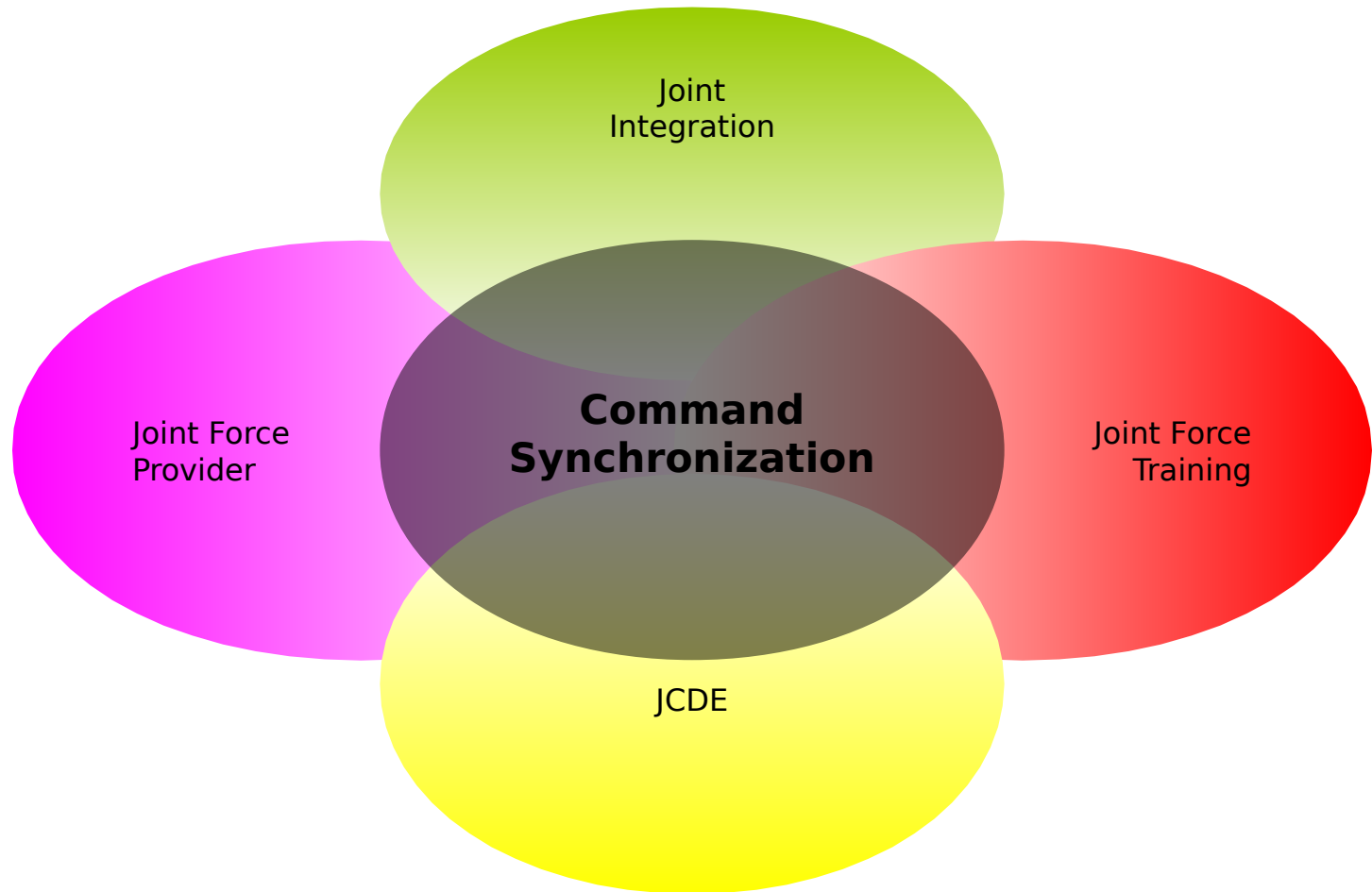
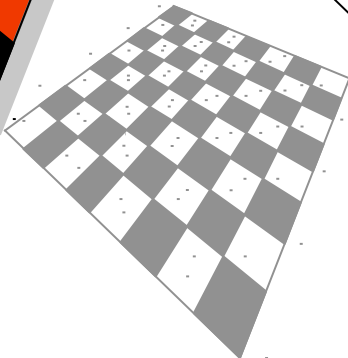
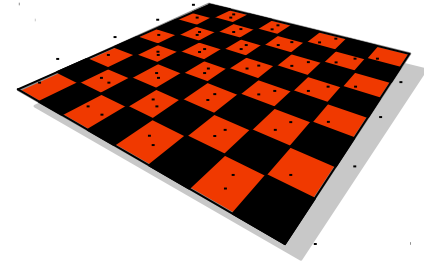
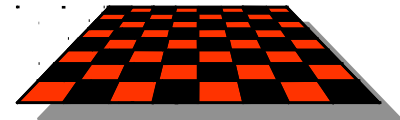
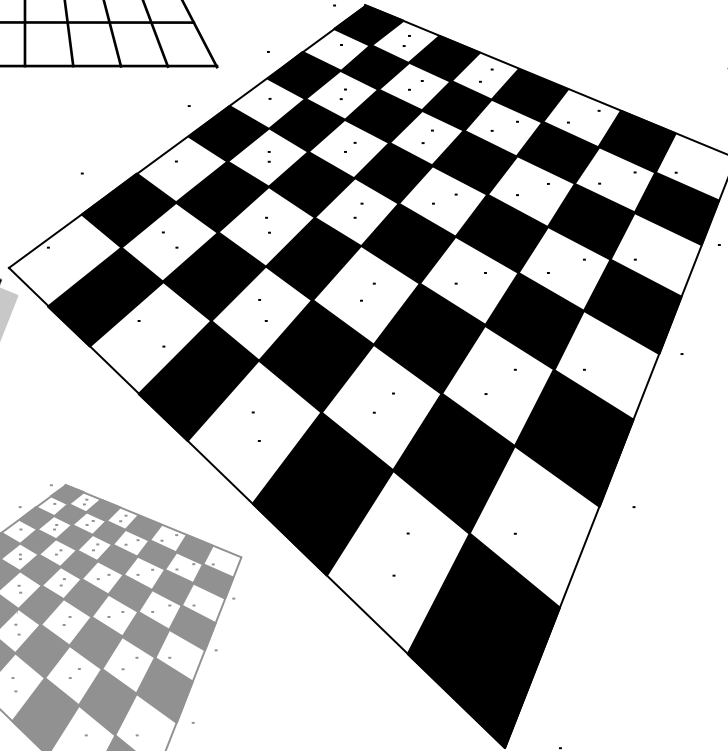
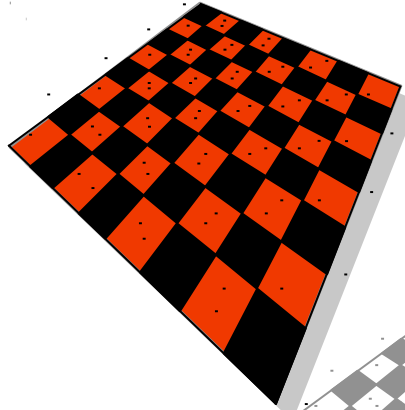
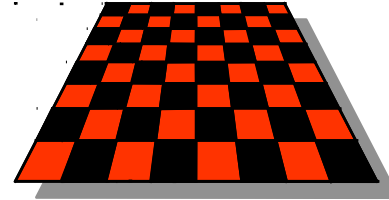
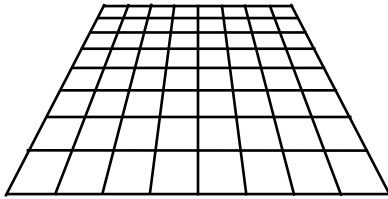
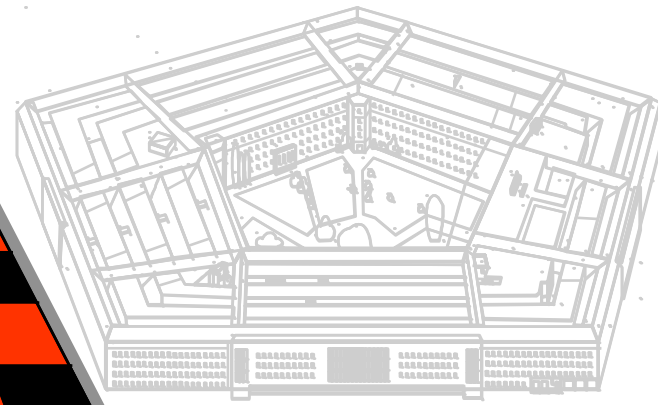
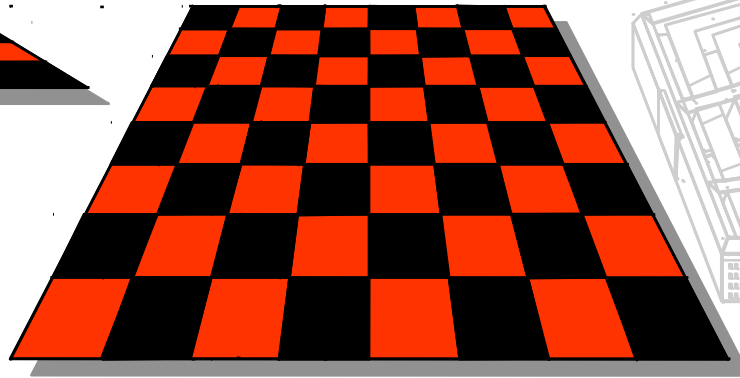
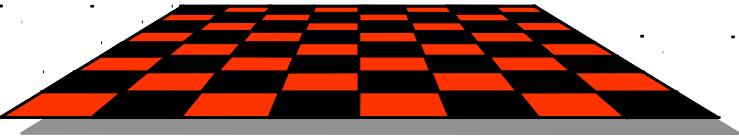
		
NIMITZ	KITTY HAWK	
		
HOSPITAL SHIP	SEA SHADOW	
		
SACRAMENTO AOE		



ILLUSTRATION of overlapping subordinate
priorities



Chess Boards



See the next page for Tips and Instructions



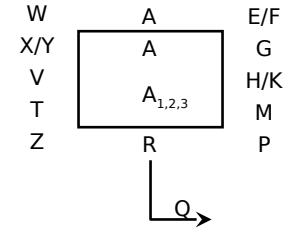
Unit Labels, see pages 6 and 7 for details and examples



Unit Size Indicators

Task Organized*

XXXXXX	Region	
XXXX	Army Group	
XXXX	Army	XXXX
XXX	Corps	XXX
XX	Division/Wing	XX
X	Brigade	X
III	Regiment/Group	III
II	BN/Squadron	II
I	Co/Battery/Troop	I
●●●	Platoon or Detachment	●●●
●●	Section	●●
●	Squad	●
∅	Team / Crew	
■	Installation	



Tips and Instructions

Use the “Slide Show” Mode to navigate via hyperlink buttons

Then hit “Esc” button or the “Slide View” Mode to work on the graphics

This is a “Huge” brief, do NOT panic if your screen turns black for a long time while shifting to “Slide Show”

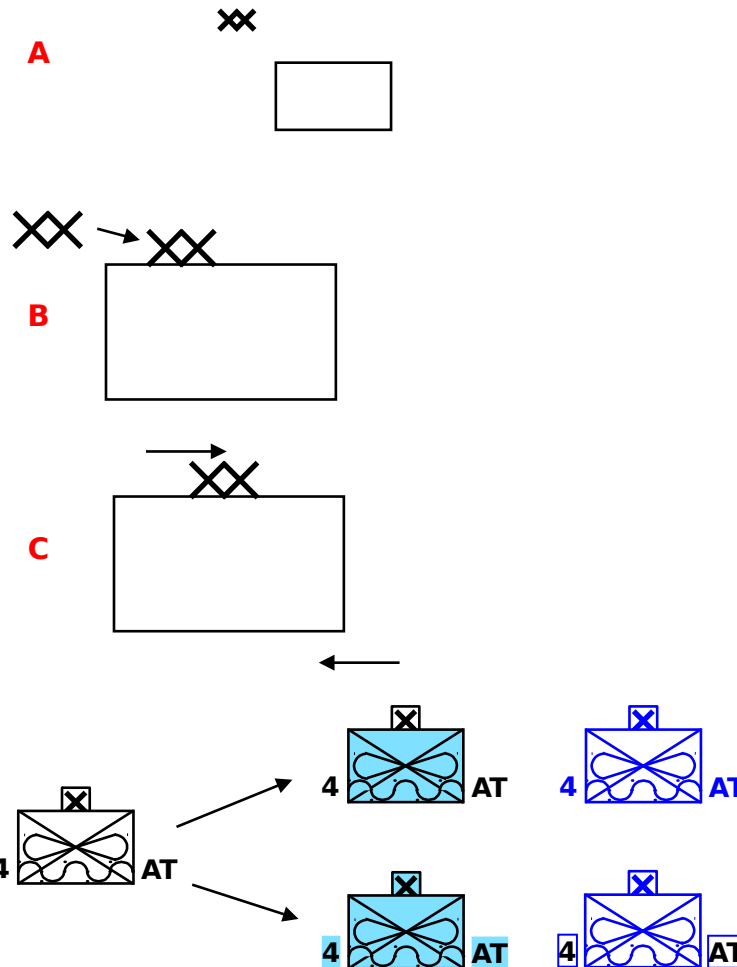
A To match up a unit with its size indicator cut and paste them onto the work sheet.

B Right click one of the symbols then zoom into 200%-400% for good visibility and manually move the size indicator on top of the unit symbol.

C right click both symbols, then center by clicking Draw, Align, Center, to center the indicator on top of the unit. Or you can hit the keys **alt** and **r** then **a** then **c**. While both symbols are selected, group them by clicking Draw, Group or hit the keys **alt** and **r** then **g**

The size indicator should be aligned and grouped before the text modifiers on the sides are attached, otherwise it will not center properly.

When changing the color of the fill or the lines in a symbol containing text or attachments, ungroup the text and attachments, change the colors selectively, then regroup. Otherwise colored lines or fill

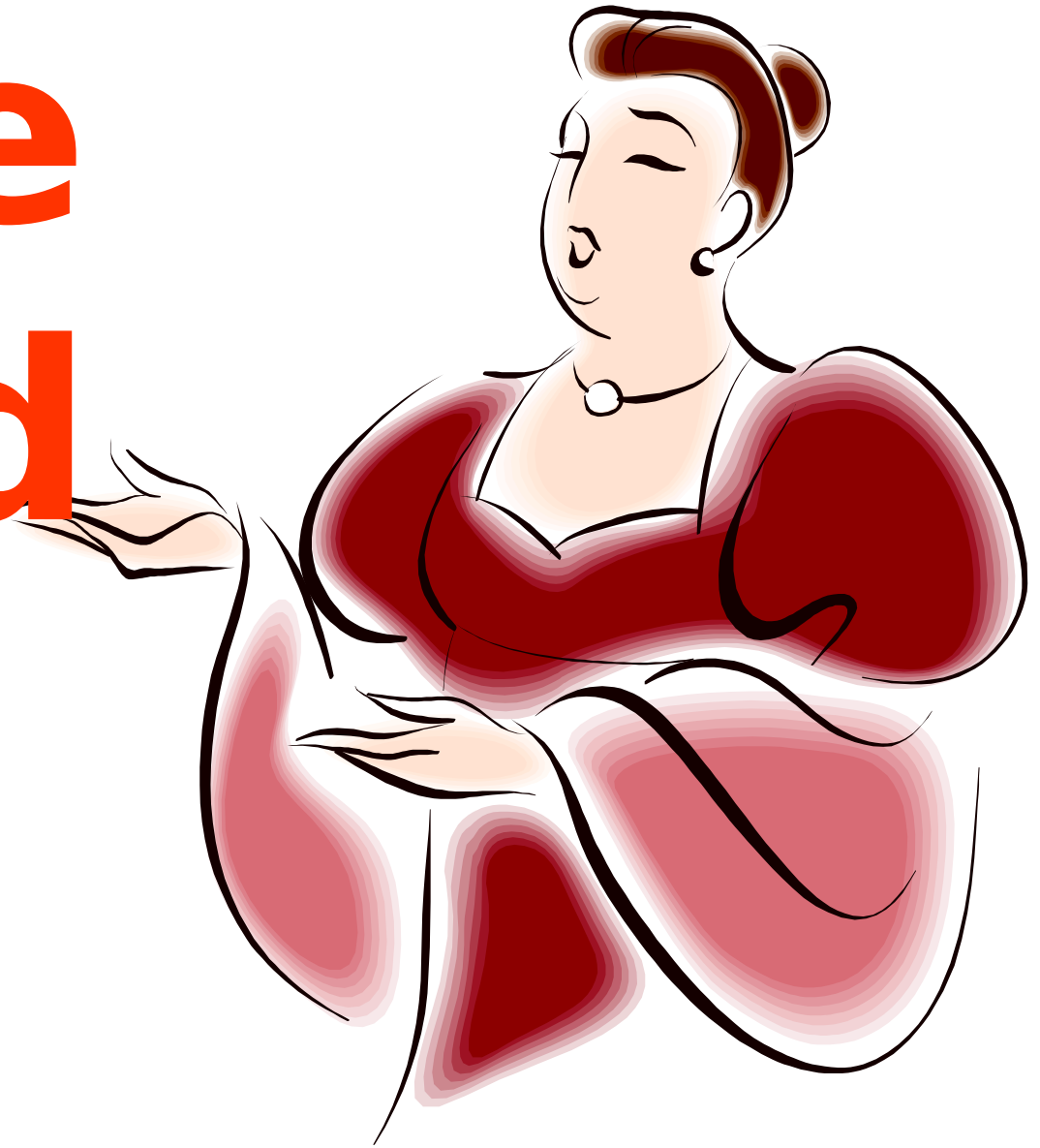


Good!

Bad & Ugly!

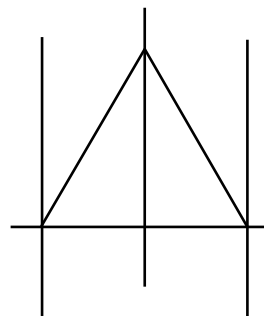
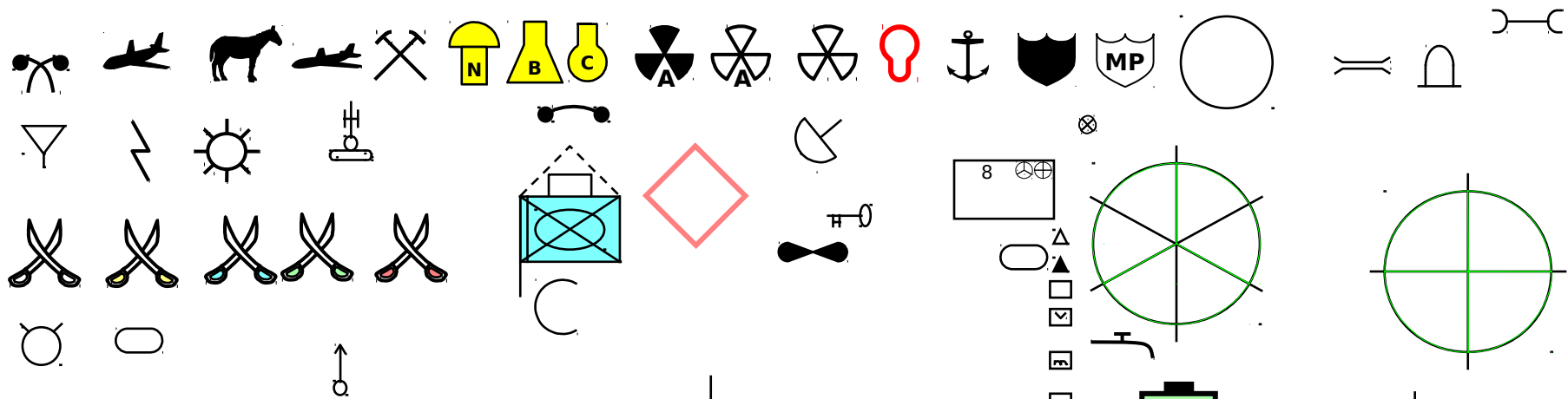


The End





Scratch Sheet



LRS

3

1

(-)

1

1

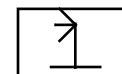
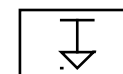
DET

11

1

1

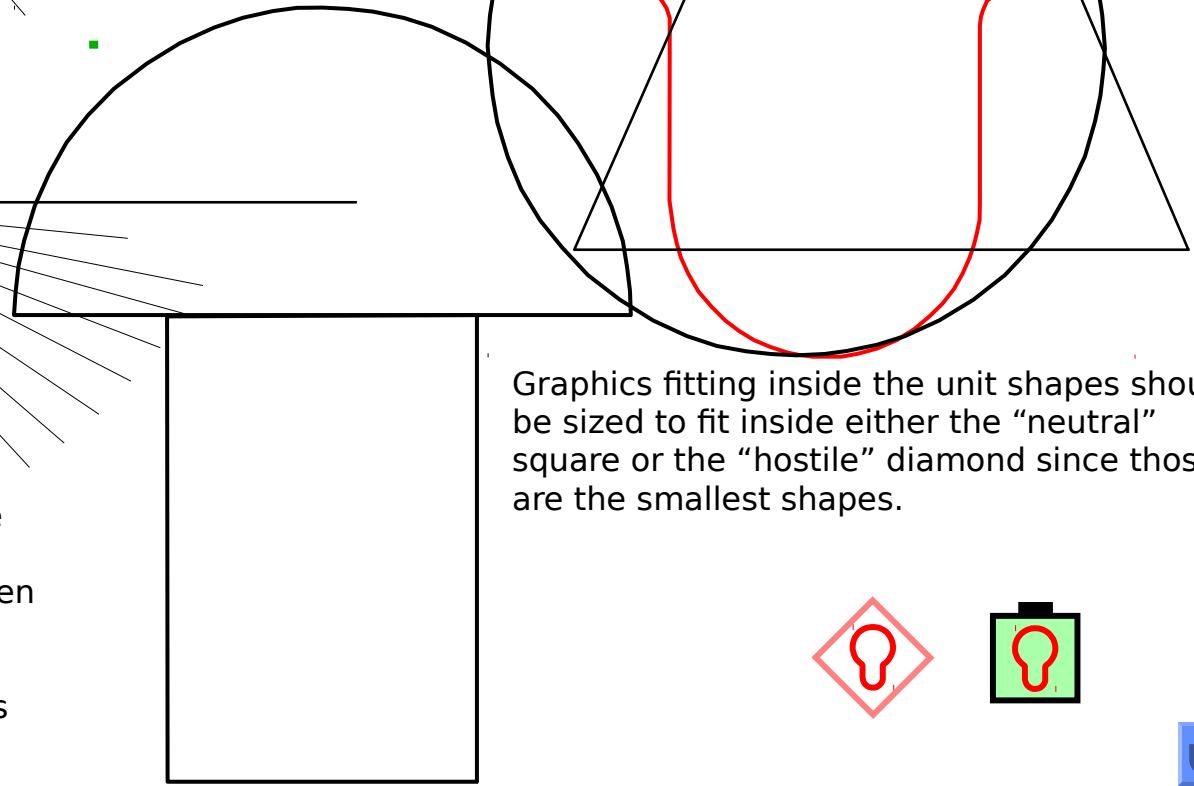
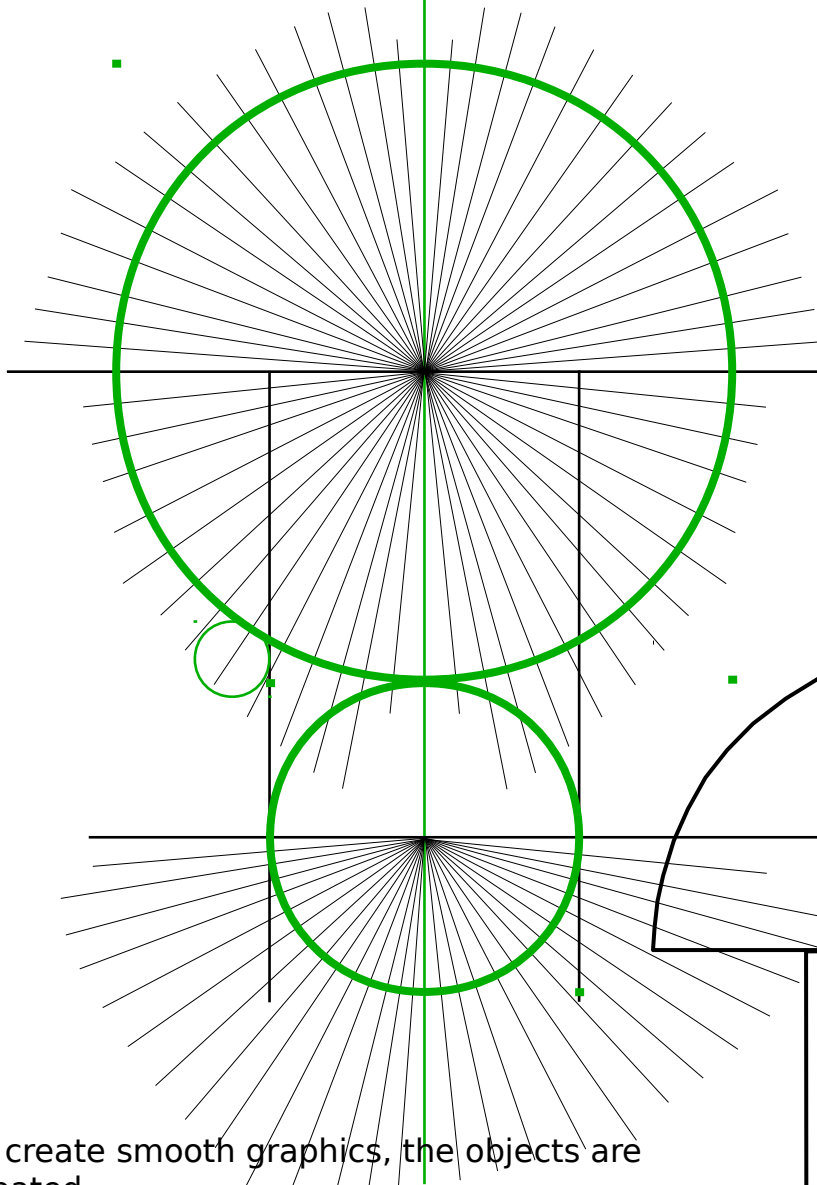
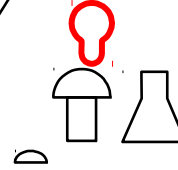
1



(-)



Scratch
Sheet

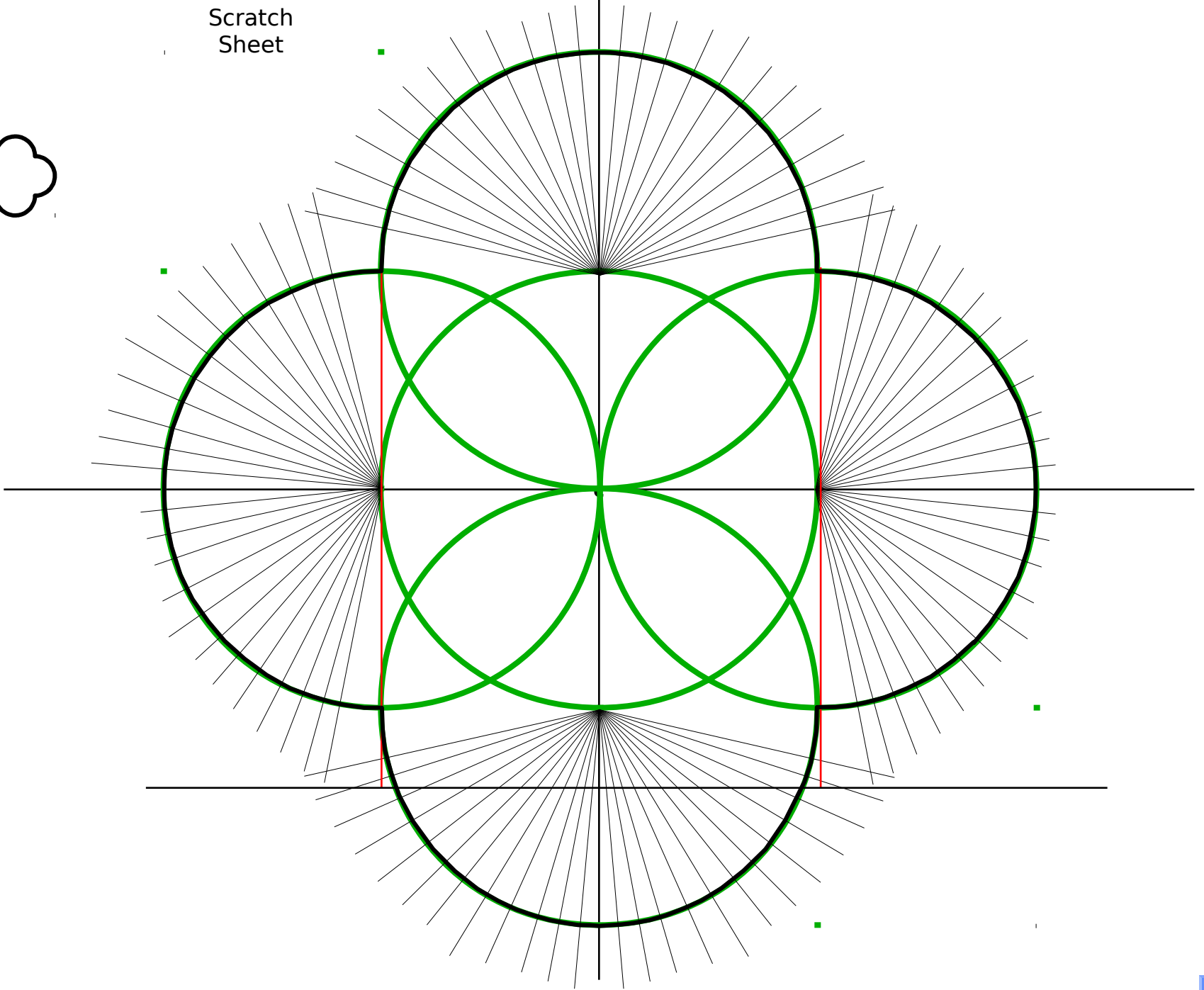


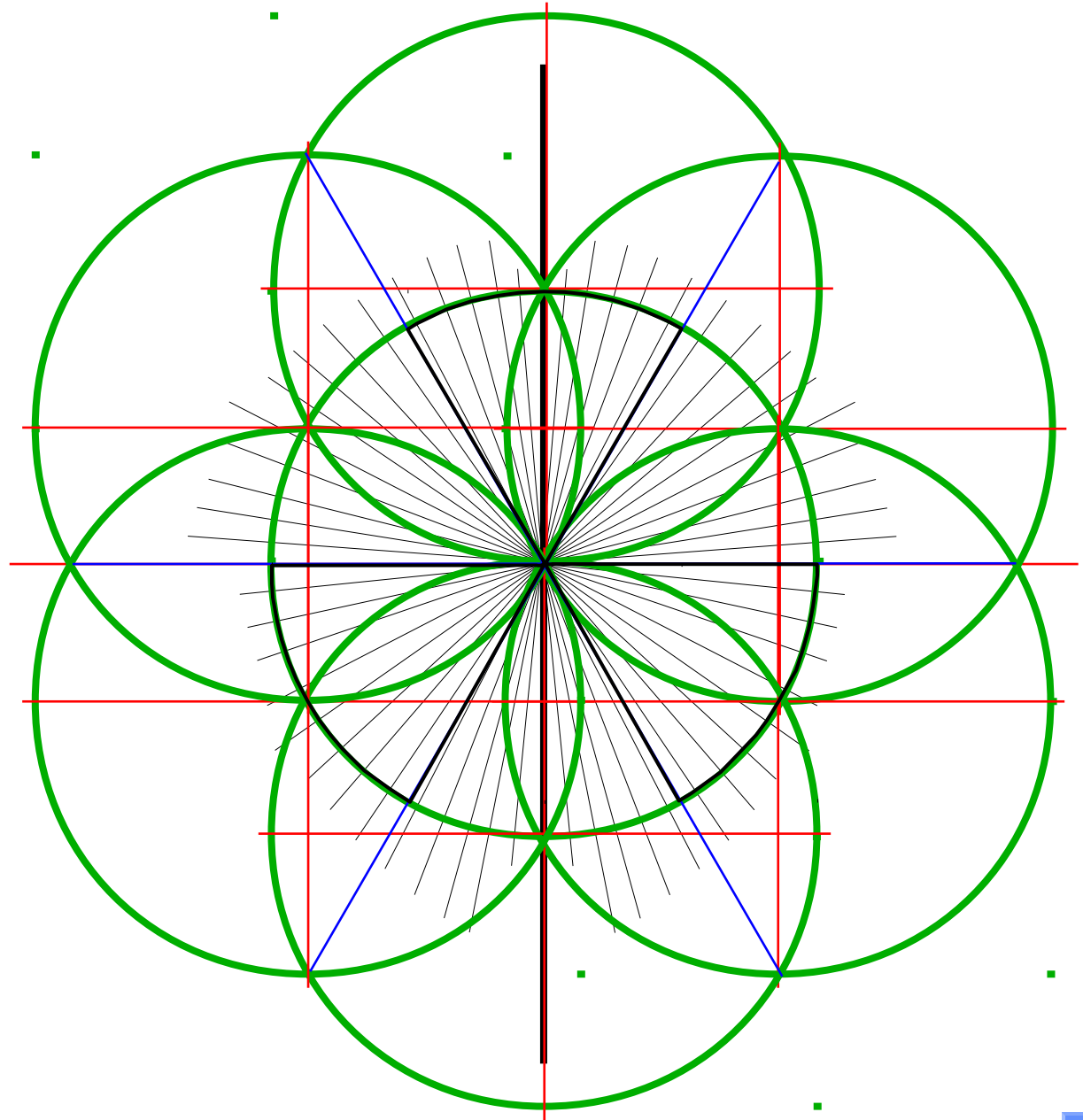
Graphics fitting inside the unit shapes should be sized to fit inside either the “neutral” square or the “hostile” diamond since those are the smallest shapes.



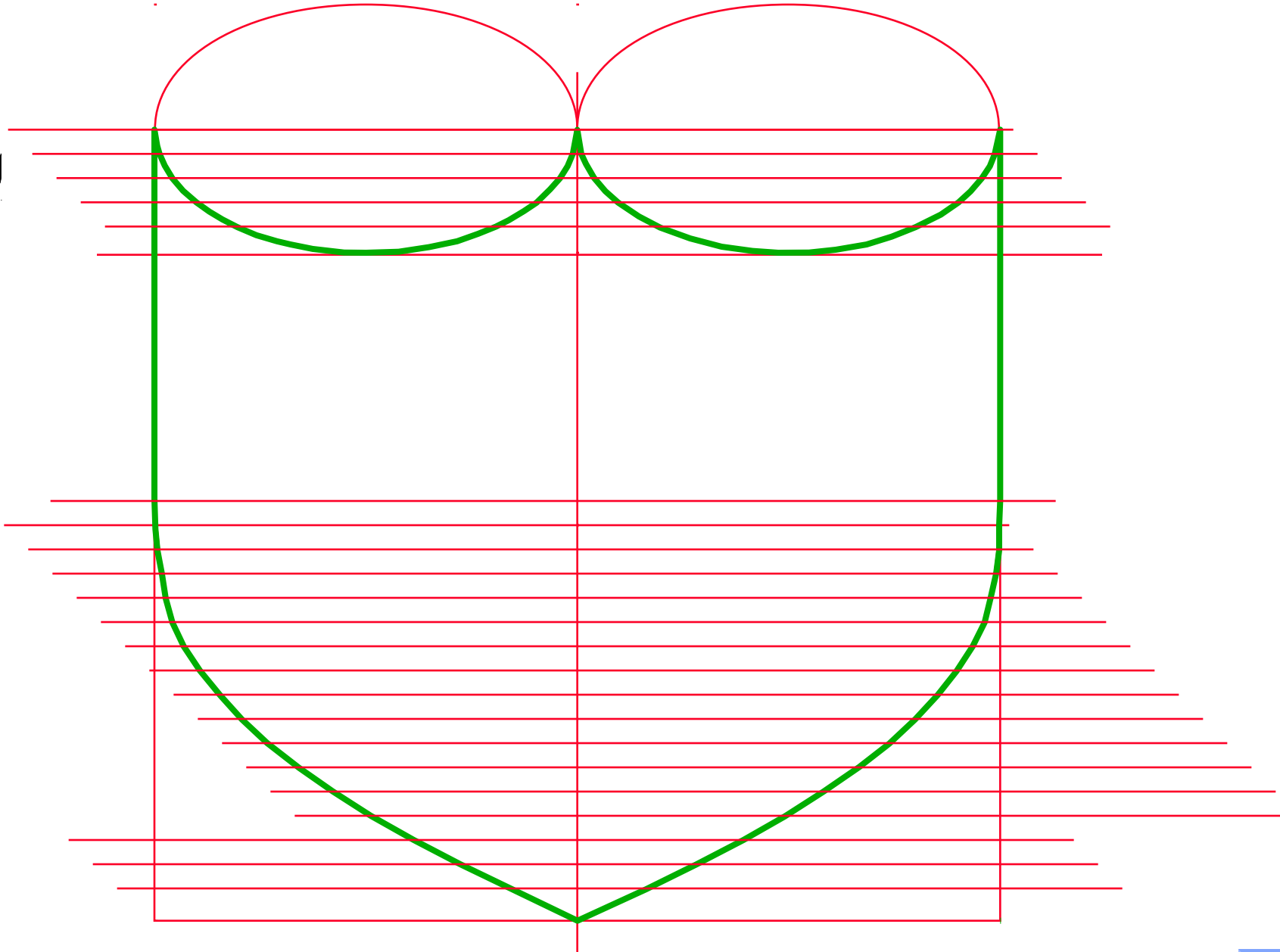
To create smooth graphics, the objects are created 10 times or 1000% larger than desired, then shrunk. Using the size function in the “format autoshape” window. The format window is reached by right clicking the object.



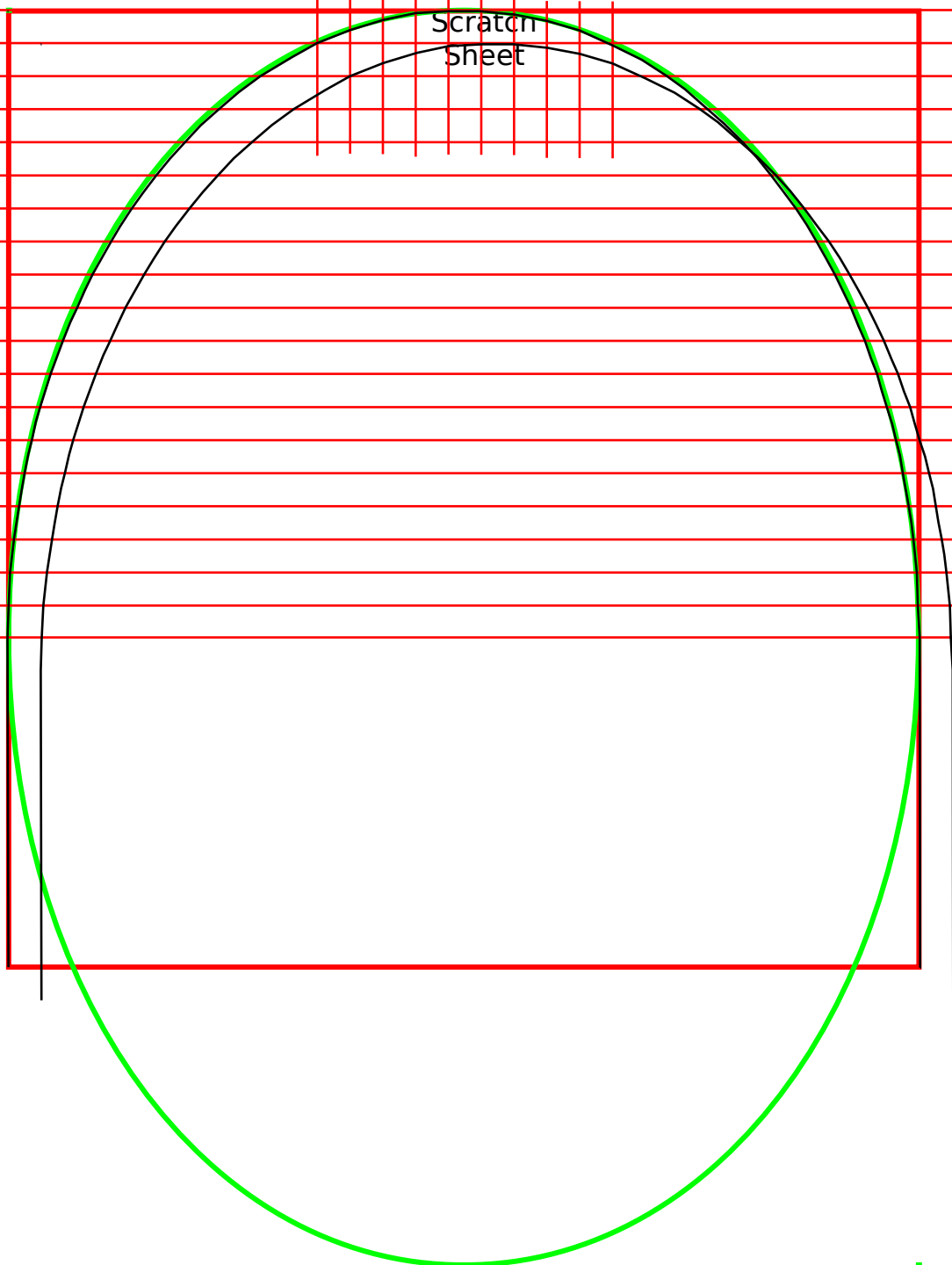
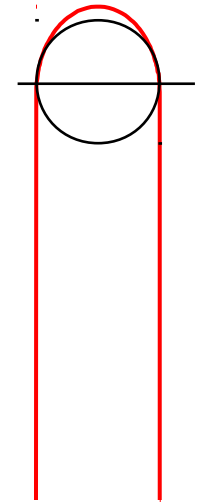


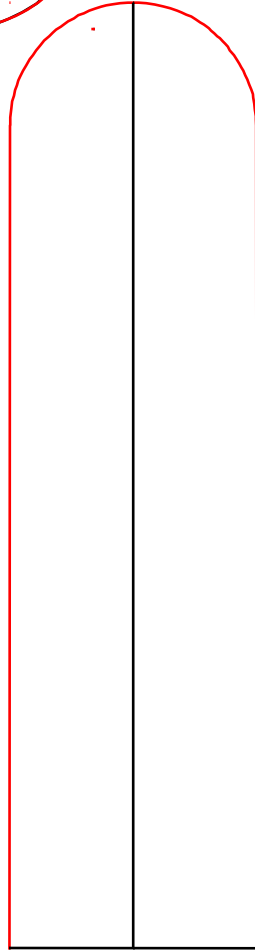
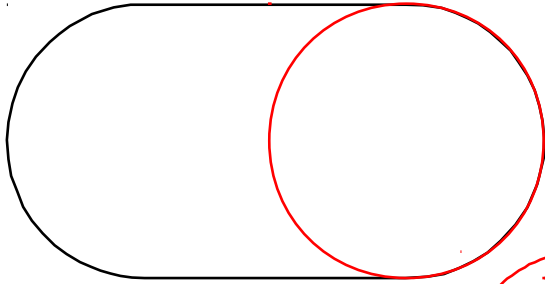


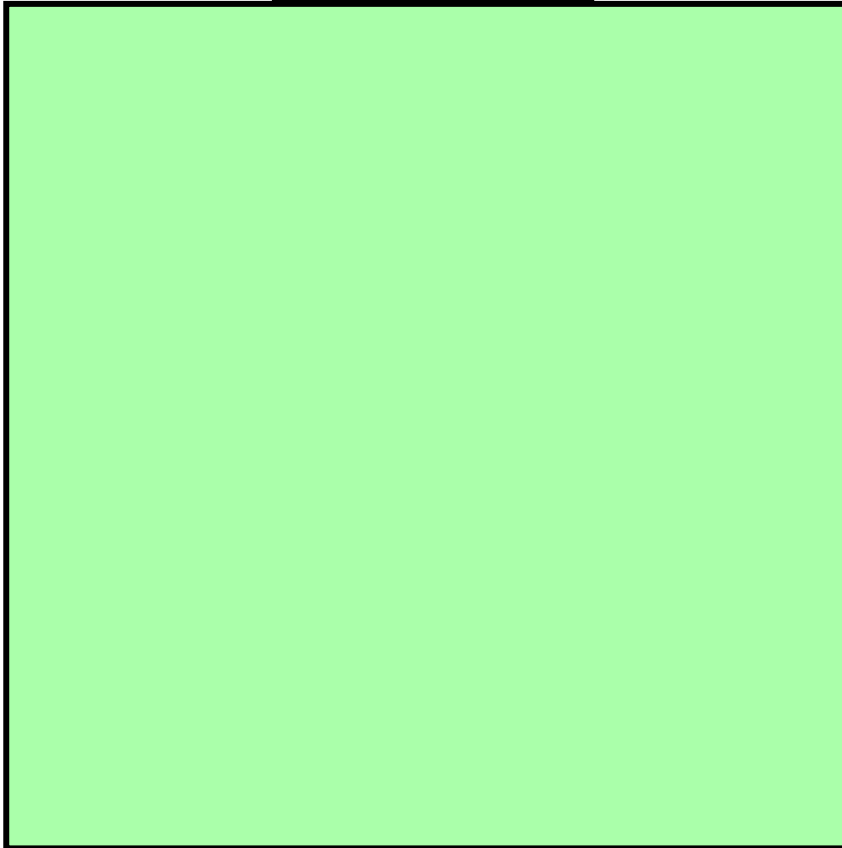
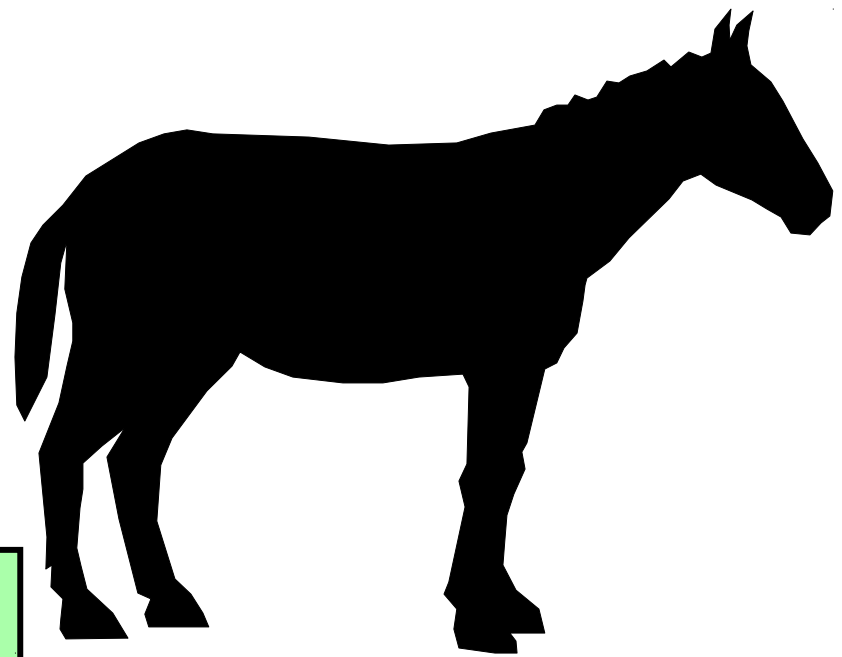
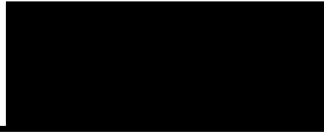
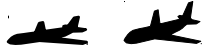
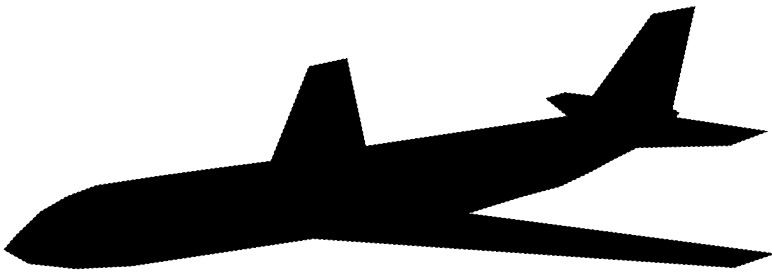
Scratch Sheet



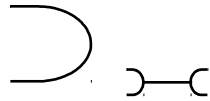
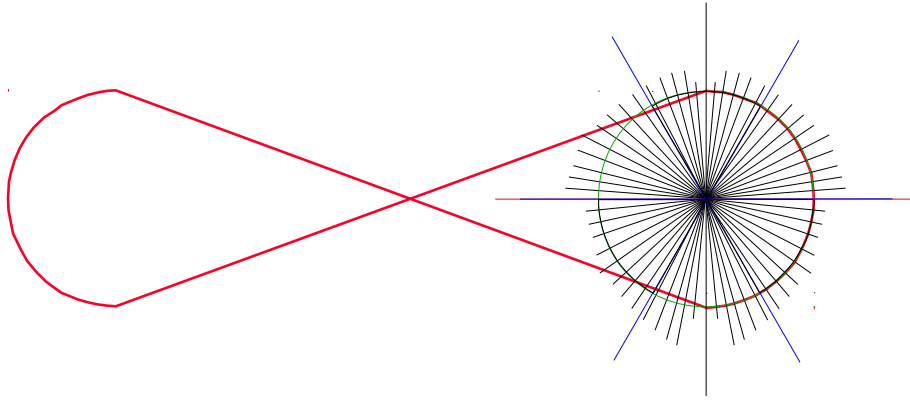
Scratch
Sheet

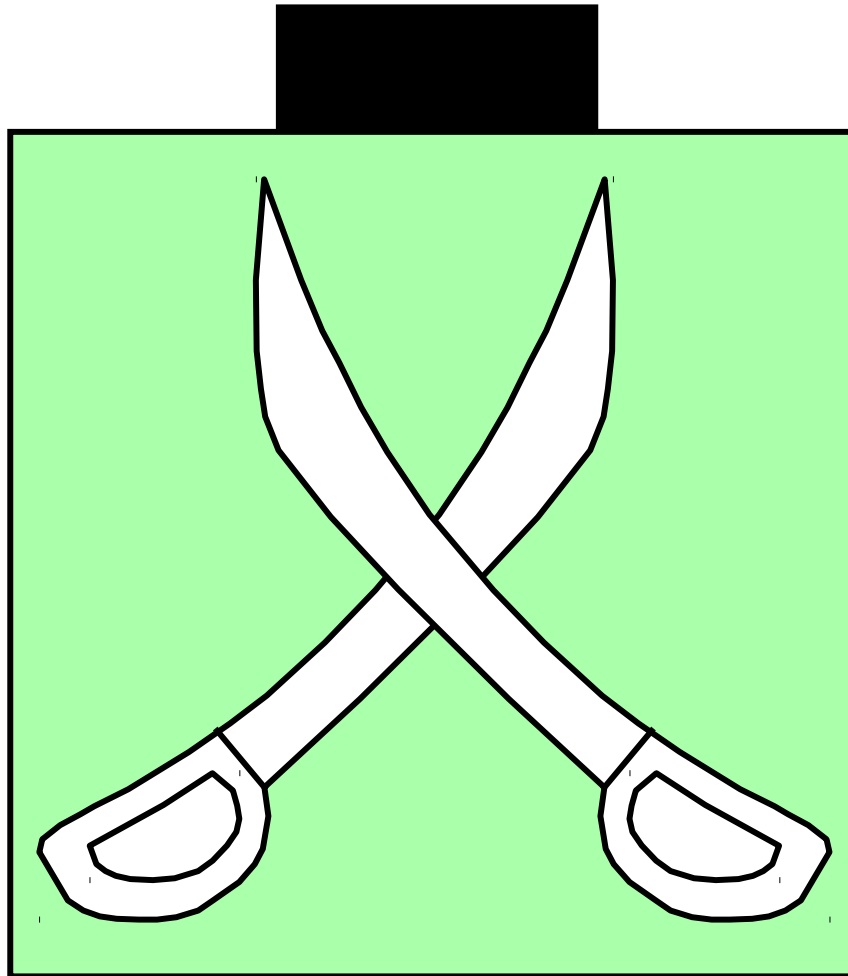


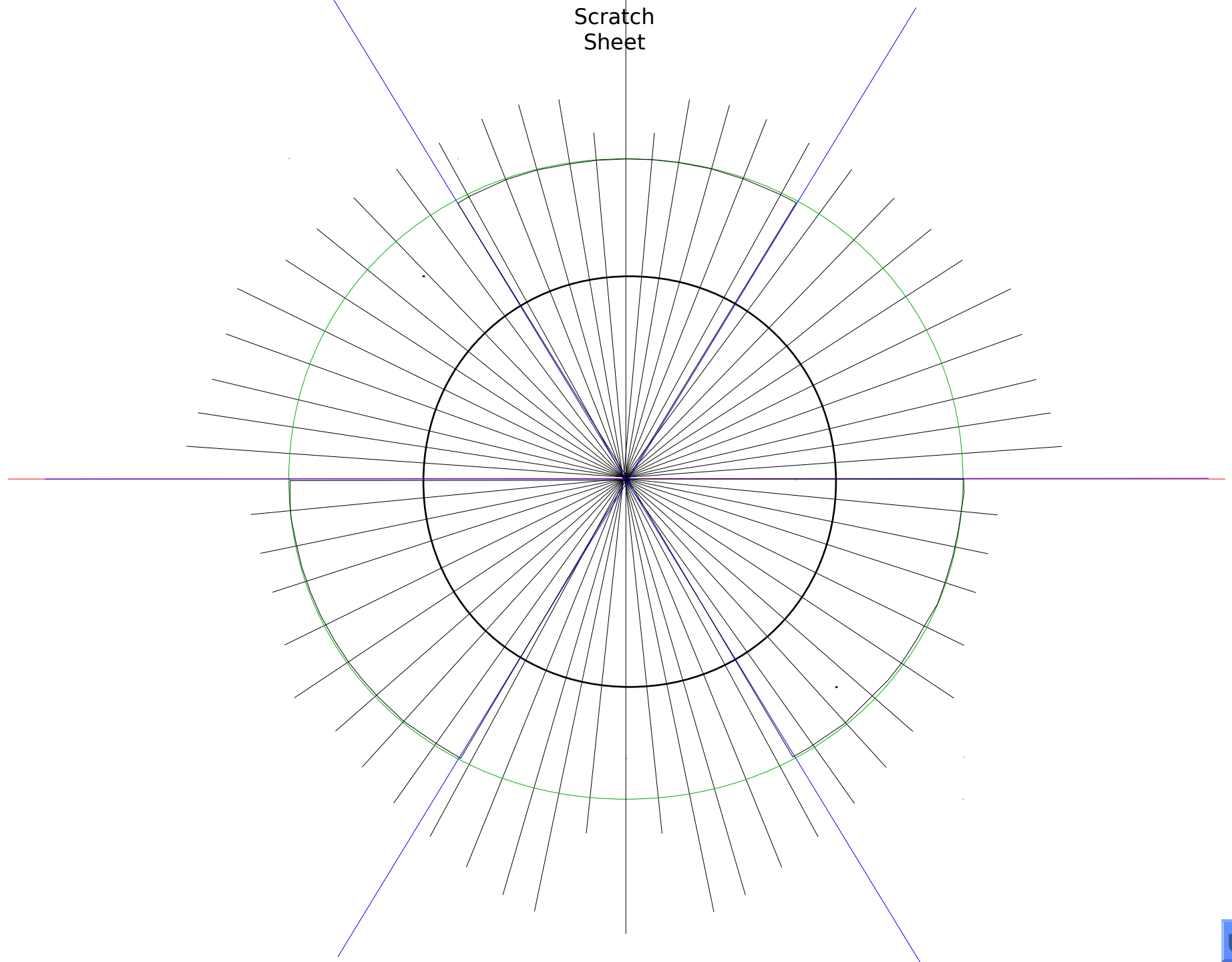




The plane and horse graphics were created by tracing over imported clipart using the “Lines” from the “Autoshapes” menu then using the “Edit Points” function under the “Draw” menu for fine adjustments while “zooming” in 200% to 400%.







Scratch Sheet

